HelpNDoc User Manual

IBE Software

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Welcome to HelpNDoc

HelpNDoc is an easy to use yet powerful and intuitive help authoring environment which provides a clear and efficient user interface to build the most amazing CHM help files, WEB based documentation, PDF and Word documents as well as ePub and Kindle eBooks from a single source without worrying about the inner working of help file generation.

This help documentation is designed so you can quickly learn HelpNDoc as a new user or enhance your knowledge as a regular user.

Getting started with HelpNDoc

New to HelpNDoc

- Read the Introduction section to know more about HelpNDoc, its different editions and system requirements.
- Follow the Quick Start Guides to familiarize yourself with the processes of creating and generating your documentations.

Regular user of older HelpNDoc versions

- Read the What's new in HelpNDoc 4 section to have a quick look at major changes.
- Run through the Quick Start Guides to familiarize yourself with the new version.

Introduction

- About HelpNDoc
- System requirements
- Getting help
- HelpNDoc editions
- HelpNDoc license agreement
- What's new in HelpNDoc 4
- How to buy HelpNDoc

About HelpNDoc

HelpNDoc is an easy to use yet powerful and intuitive help authoring environment.

HelpNDoc provides a **clear and efficient** user interface to build the most amazing CHM help files, WEB based documentation, PDF and Word documents as well as ePub and Kindle eBooks from a single source without worrying about the inner working of help file generation. You

just have to enter or import your documentation in the **built-in word processor** and hit the "Compile" button to obtain a fully functional help file which looks exactly as you designed it.

Forget about bloated user interfaces and incomprehensible tools. HelpNDoc has been engineered to provide the most **advanced functionalities** in their simplest form: creating and maintaining HTML help files, Word and PDF documentation is usually a painful process but thanks to HelpNDoc you may surprise yourself enjoying it!

You know how to use your favorite word processor, so you already know how to use HelpNDoc: it's that easy! Add to that many powerful features such as live spell checking in a fully **WYSIWYG** (What You See Is What You Get) environment and you'll begin to imagine how fast and easy it will be for you to create your next help file and how professional it will look like.

System requirements

HelpNDoc's recommended system configuration includes:

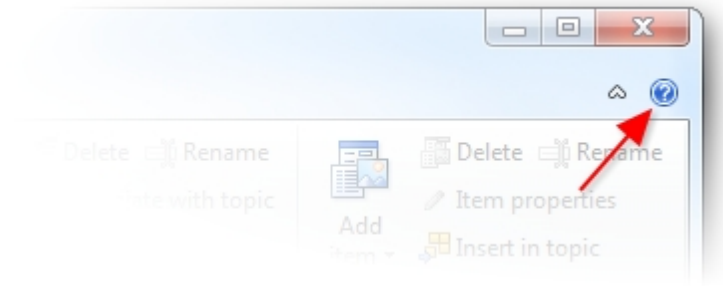
- Windows XP, Windows Vista, Windows 7, Windows 8 or Windows 10
- 512MB of RAM
- 80MB of free disk space
- 1024x768 screen resolution or higher
- Help Compiler: Microsoft HTML Help Workshop
- MobiPocket/Kindle Compiler: Amazon KindleGen

Getting help

This help file can either be viewed on-line or off-line when installed with HelpNDoc. You can obtain the latest version as well as other formats of this help file on line at http://www.helpndoc.com/online-help

Off-line access

The off-line help file is part of the HelpNDoc installation. To launch it, either press the F1 key or click the help button at the top right of HelpNDoc's main windows.



On-line access

To access and view the most recent HelpNDoc's help file on-line, launch a web browser to the following URL: http://www.helpndoc.com/sites/default/files/documentation/html/index.html

Printing the help file

Alternatively, you can download and print a PDF or Word version of HelpNDoc's documentation from the following URL: http://www.helpndoc.com/online-help

HelpNDoc editions

Three editions of HelpNDoc are available based on your needs:

- HelpNDoc Professional Edition: Fully functional licensed edition, which can export banner-free CHM, HTML, Word and PDF documentation;
- HelpNDoc Standard Edition: Fully functional licensed edition, which can export banner-free CHM and HTML documentation only;
- HelpNDoc Personal Edition: This edition is completely free for personal use only and adds a small banner at the bottom of all the generated documentation formats;

HelpNDoc Professional Edition

- Can be used for commercial purposes;
- Exports to all the formats handled by HelpNDoc without any banner;
- No spy-ware, viruses or any kind of malware;

HelpNDoc Standard Edition

- Can be used for commercial purposes;
- Exports to CHM and HTML formats without any banner;
- Exports to PDF, Word, ePub and Kindle eBooks with a small banner at the bottom of the generated documents;
- No spy-ware, viruses or any kind of malware;

HelpNDoc Personal Edition

- Can't be used for commercial purposes or in exchange of any kind of compensation;
- Exports to all the formats handled by HelpNDoc with a small banner at the bottom of the generated documents;
- No spy-ware, viruses or any kind of malware;

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What's new in HelpNDoc 4

Redesigned style system

Styles are now more robust and trustworthy. They can hierarchically inherit from parents and override only some settings. They can be loaded, saved, and a custom set of style can be defined for all new projects. Hyperlinks will also use styles for easier and faster project-wide updates. HelpNDoc 4 also provides a style inspector to analyze edited content. **Note**: migrating an older project to HelpNDoc 4 will migrate the styles but might desynchronize some content attached to styles.

Native DocX generation

HelpNDoc's Word output can now generate native Word DocX files instead of RTF files. This leads to better looking and smaller Word files.

Custom cover page, headers and footers

Word and PDF documentation formats can now contain fully customized cover pages, headers and footers with advanced features such as specific headers and footers for first or even pages.

Advanced Word and PDF template editor

No need to manually tailor the template.info file to customize the Word and PDF templates: the new template editor provides a visual and intuitive way to customize the look and feel of the generated Word and PDF files.

New "Snippet" library item

Create rich text snippets in the library item and re-use them throughout the project: the item will be replaced at generation time by the content of the snippet as set up in the library. Modifying the snippet within the library will automatically update all topics using it.

Automate your documentation creation process with the script editor

The new script editor embedded in HelpNDoc can help automate documentation creation and enhancements by providing multiple advanced functions to manage any part of an HelpNDoc project. Scripts can be saved and re-used for different projects.

Rewritten the HTML search engine

The search engine used by the HTML documentation format is now smarter and can find parts of words, rank results and understand excluded words, prefixed with the "-" character.

Import within the currently open project

When importing a file or folder, it is not required to create a new project anymore: HelpNDoc can use the currently open project to add additional topics.

Various enhancements and fixes

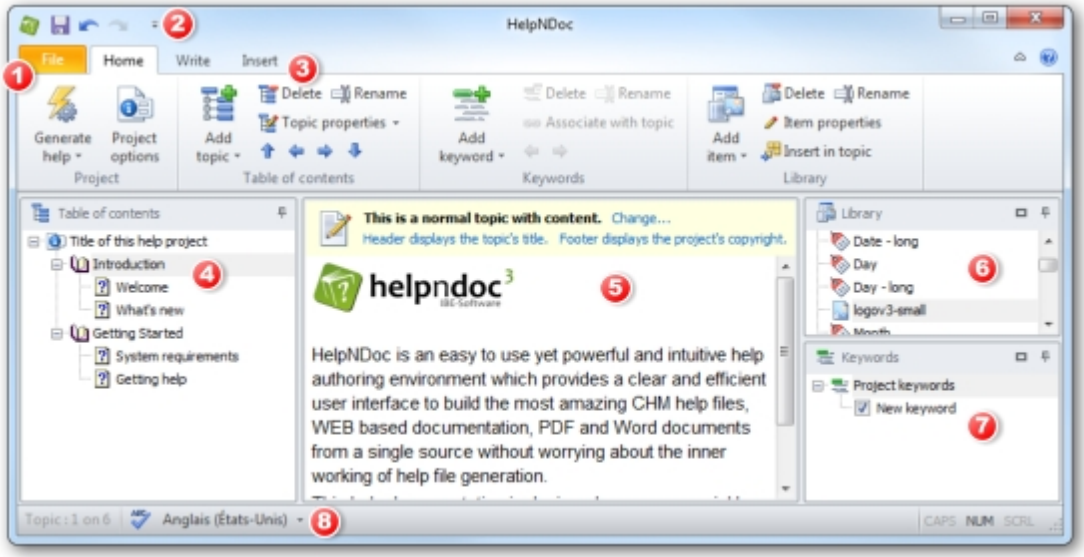
Pasting topics with pictures between instances of HelpNDoc won't remove the pictures anymore; Smarter Help ID generation; Better generation for all documentation formats; Refined user interface... are some of the many enhancements and fixes implemented in HelpNDoc 4.

How to buy HelpNDoc

HelpNDoc can be purchased worldwide, either online or offline, and paid using various payment methods (Credit Cards, Check, PayPal…) and currencies (US Dollars, Euros…). As soon as the transaction is complete, you will receive instructions on how to obtain the full version of HelpNDoc.

To get more information on the order process and purchase HelpNDoc, launch your web-browser to the HelpNDoc store page at http://www.helpndoc.com/store

Overview of the user interface



1. File menu

- Manage projects: create new, open existing, save...
- Access to recent projects and places
- Access the application options
- Access to help and resources on HelpNDoc
- Exit the application

2. Quick access tool-bar

- Access to frequently used actions such as "Save project", "Undo" and "Redo"

3. Ribbon tool-bar

- Contains all actions available within HelpNDoc
- Can be minimized to provide greater documentation editing screen estate

4. Table of contents

- Define and manage the topics hierarchy for the currently opened project
- Root topic is the project topic, used to view and modify project settings
- Selecting a topic will display its associated content for editing

5. Topic editor

- Used to edit the selected topic's content
- Setup the topic's source and behavior

6. Library

- Define and manage the multimedia and reusable items such as images, movies, snippets, included documents...
- Add items to topics

7. Keywords editor

- Define and manage the keywords hierarchy for the currently opened project
- Associate keywords with individual topics

8. Status bar

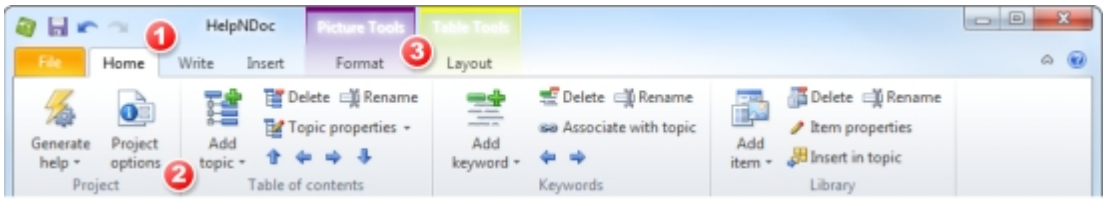
- Get stats about your documentation
- Manage dictionaries and spell checker options
- Get information about keyboard status

File menu

The HelpNDoc's file menu can be displayed by clicking the "File" button at the top left of the main window. It is used to:

1. "Save" or "Save as" a project
2. Create a new project or open an existing one
3. Import an existing CHM file
4. Close the currently opened project
5. Access to recent projects and locations
6. Access help and product information
7. Access the options dialog and exit the application

Ribbon tabs



Presentation

The HelpNDoc's ribbon tabs are located at the top of the main window and provide all the features available within HelpNDoc in a categorized fashion. The ribbon tabs parts are:

1. The main tabs - They are always visible and are used for the most important actions
2. The tabs groups - When a tab is selected, it will display actions grouped by similar purpose
3. Contextual tabs - Those tabs are only shown when needed. For example, the "Picture Tools" tab is only visible when a picture is selected

The Home tab

This tab provides access to the basic actions:

- Generate the documentation and change the project options

- Manage the table of contents and topic properties
- Manage the keywords hierarchy and association
- Manage the library

The Write tab

This tab gives access to actions needed to manage and format the topic editor's content:

- Copy and paste text
- Manage font and paragraph properties
- Use and manage styles
- Find and replace

The Insert tab

This tab provides access to inserting and importing actions:

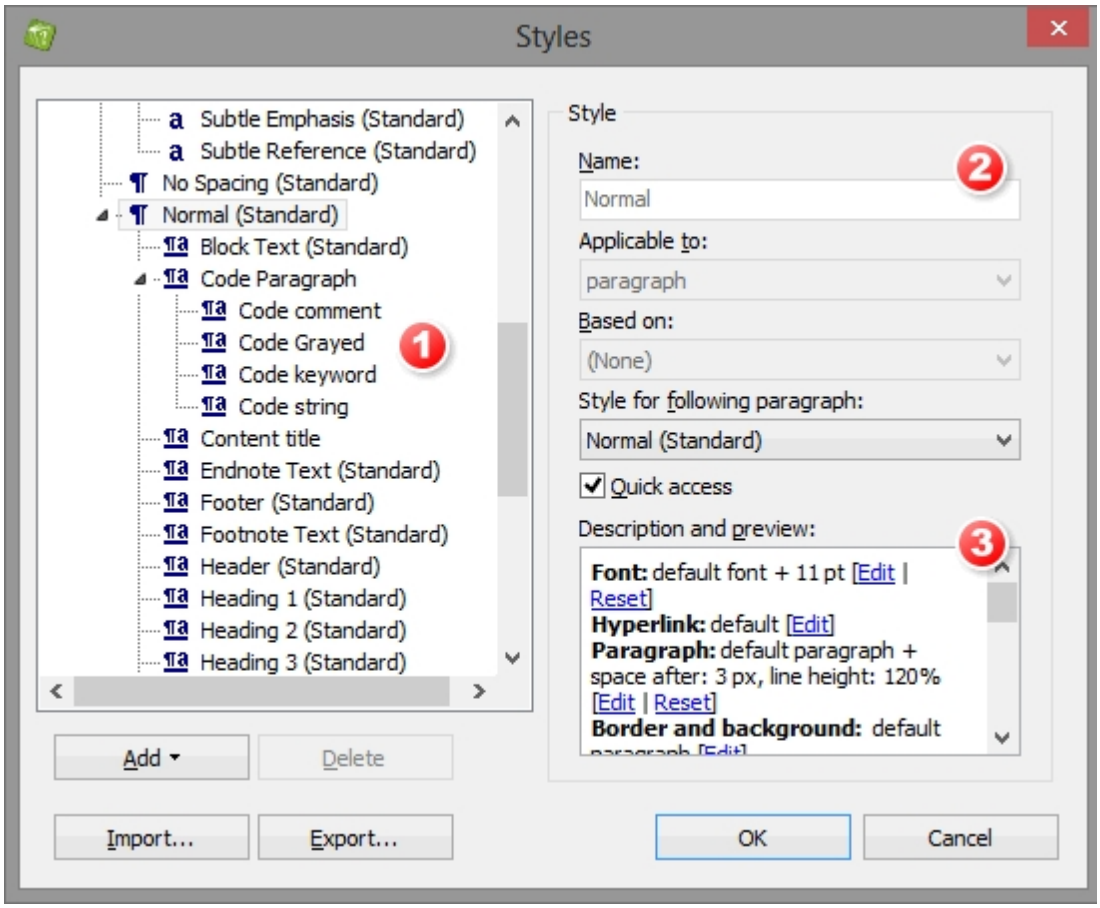
- Insert a picture, movie, document, HTML code or variable
- Insert a table, symbol, horizontal line or page break
- Insert or Edit an hyperlink or anchor

The Tools tab

Access to various tools to manage HelpNDoc or the currently opened project:

- Edit and run scripts
- Vacuum the project
- Edit Word and PDF templates

Styles editor



The style editor is where style are created, customized and organized. The styles editor can be accessed via the arrow at the bottom right part of the "Styles" group in the "Write" ribbon tab.

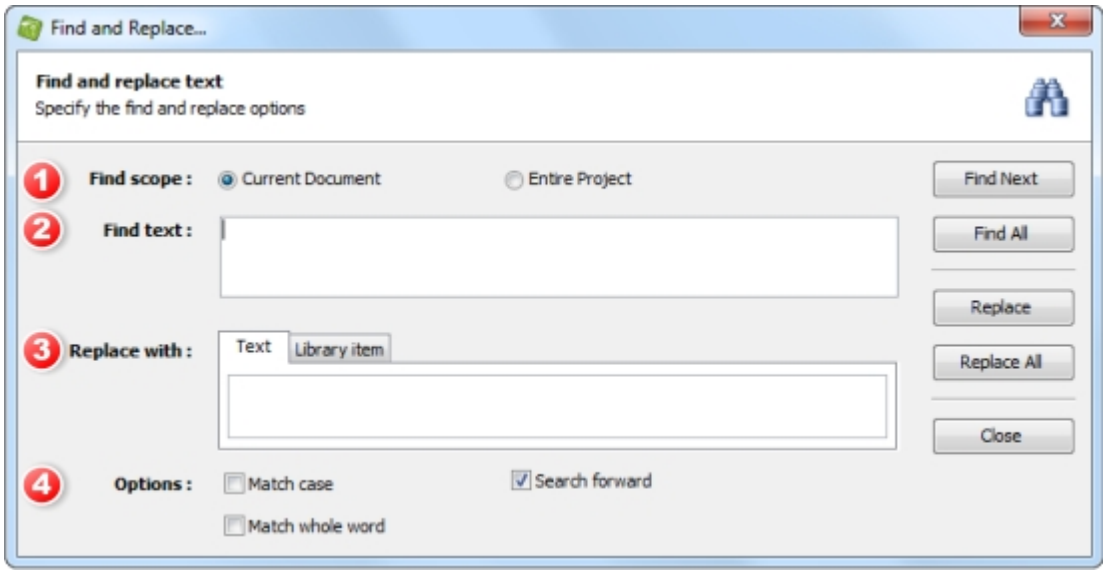
Each style added in the style editor can be used throughout the project to format texts, paragraphs and links. Styles inherit from their parents any properties they do not explicitly define.

1. The style hierarchy shows a list of all the existing styles and their parents. A style can be selected to be edited. Styles can be added, deleted, imported and exported via the buttons bellow.

2. Common style properties include the name, kind of style (text, paragraph or both) and inheritance information.

3. Use the "Edit" links to access to customization dialogs for font, hyperlink, paragraph, border and background. Use the "Reset" button to reset to default.

Find and replace window



Access the find and replace window

The find and replace window can be accessed using either:

- The "Find and replace" button in the "Editing" group of HelpNDoc's "Write" ribbon tab
- The CTRL-F keyboard shortcut

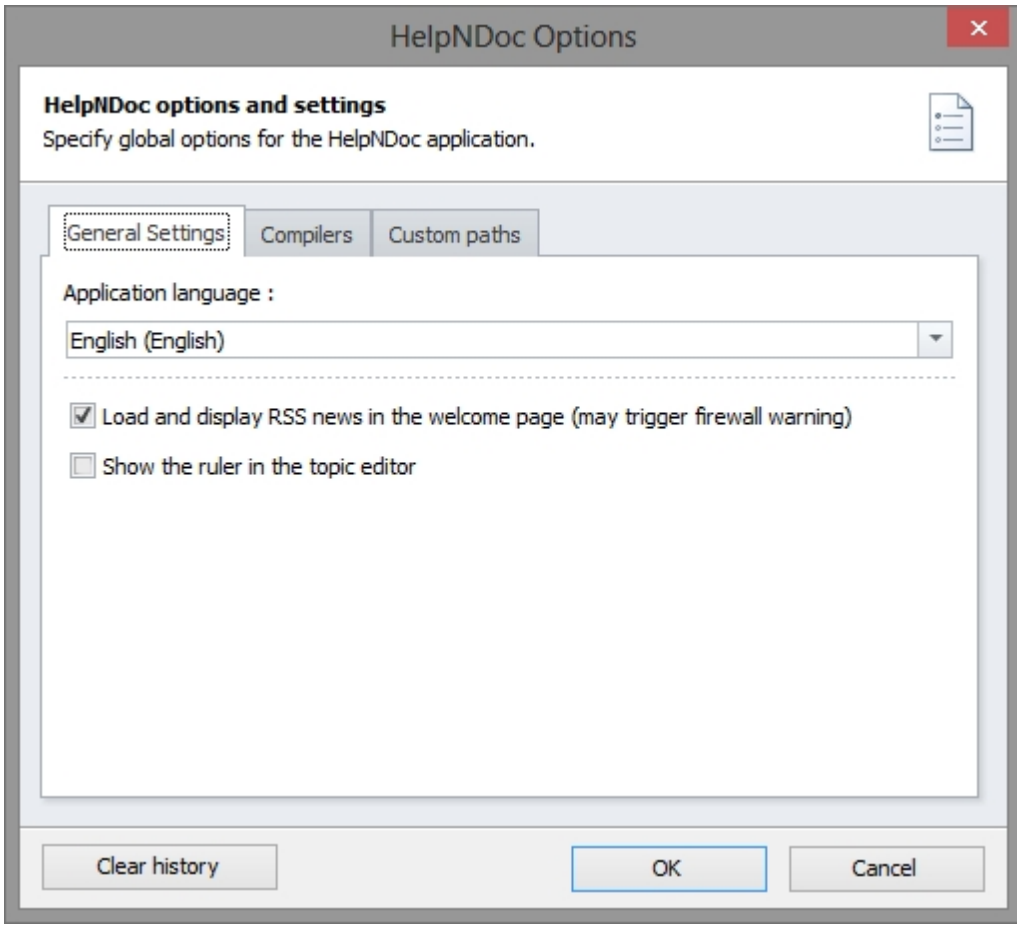
How to use it

Use the find and replace window to look for text items within the current topic or entire project and optionally replace found occurences by another text or library item.

The parts of the find and replace dialog are:

1. **Find scope** - Define the scope of the search options. Only in the current document or in the entire project
2. **Find text** - What text should be searched
3. **Replace with** - Specify the text or library item to use as a replacement for the found text
4. **Options** - Specify the search options. Match case will find the specified text with the exact same case as it has been written. Match whole word will only search for a complete word. Search forward will specify whether to search forward (from top to bottom) or backward (from bottom to top)

Options window



HelpNDoc's options can be customized by using the "File" menu then "Options" button. This shows the options window with various sections.

General Settings

- Application language: choose HelpNDoc's user interface language. This requires a restart of HelpNDoc.
- Load and display RSS news: keep up-to-date with latest news about HelpNDoc as the RSS feed will be displayed in HelpNDoc's welcome page. This may trigger a Windows firewall warning as this requires Internet Access.
- Show ruler: displays or hide a ruler at the top of the topic editor for greater control over paragraph indentation, tabs and table cell sizes.
- Clear history: clears the recent projects and folder history.

Compilers

To generate some documentation formats, HelpNDoc requires external compilers. This section can be used to setup their path and download them.

Custom paths

Use this section to define the default custom path HelpNDoc will use.

- Default output path: define the default path where project output will be generated when no

path is defined. Default is "My Documents\HelpNDoc\Output".

- Dictionaries path: define the path where custom dictionaries are stored. Default is "My Documents\HelpNDoc\Dictionaries".
- Projects path: define the path where projects are opened from or saved to the first time. Default is "My Documents\HelpNDoc\Projects".
- Styles path: define the path where the default project styles is placed. See Customize default project styles to learn more. Default is "My Documents\HelpNDoc\Styles".
- Templates path: define the path where custom templates are located. Default is "My Documents\HelpNDoc\Templates".

Quick start guides

Quickly getting started with HelpNDoc:

- Launching HelpNDoc
- Create a new project
- Adding topics
- Settings up topic content
- Generating documentation

Launching HelpNDoc

- Locate the HelpNDoc 4 shortcut on the desktop or Windows start menu
- Double click the shortcut in the desktop or single click it in the Windows start menu

Create a new project

- Click the "File" menu
- Click the "New project" menu item
- Enter a project title, language and initial table of contents
- Click the "OK" button
- Alternatively, click the "Create empty project" button to create a new blank project

Adding topics

- Click the "Home" ribbon tab item if it is not already selected
- In the "Topic" section, click the "Add a topic" button
- The new topic's title is made editable, enter a custom title if needed and press enter

Setting up topic content

- Click the topic to be edited in the "table of contents"

- The topic's content is displayed in the topic editor
- Type in the updated content in the topic editor

Generating documentation

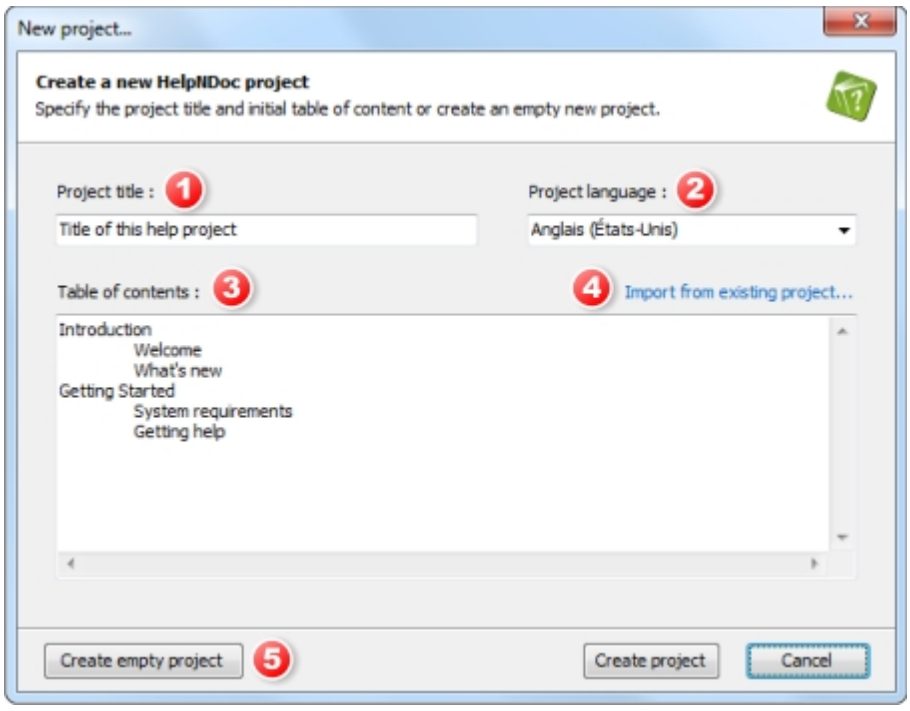
- Click the "Home" ribbon tab item if it is not already selected
- Click the "Generate help" button in the "Project" section
- Choose which documentation format you want to generate
- Click the "Generate" button

Writing documentation

Learn how to use HelpNDoc to write documentation:

- Create a new project
- Open an existing project
- Import other formats
- Project options
- Managing the table of contents
- Using the topic editor
- Using the library
- Using the keywords editor
- Using the spell checker

Create a new project



To create a new project, use the "File" menu and click the "New project" button. This will open the new project wizard dialog. The various parts of this dialog are:

1. Project title: specify the title of the new project
2. Project language: specify the main language of the project
3. Optionally specify an initial table of contents: use the TAB key to create the hierarchy
4. Import the table of contents from an existing CHM project
5. Quickly create a new empty project without any items in the table of contents

Open an existing project

To open an existing project in HelpNDoc. Either:

- Use the "File" menu, click the "Open project" button and choose the existing project to open
- Use the "File" menu, click the "Recent projects" tab and choose a project which has been opened recently
- Double click on an HelpNDoc project file in the Windows explorer

Import other formats

HelpNDoc can import existing CHM help files. There are two ways to exploit those files:

- To only import the table of contents, create a new project and in the new project wizard dialog, click the "import from existing project" link to import the table of contents of a specific CHM file;
- To import the whole content of the CHM file, use the "File" menu, click the "Import" button and choose the file to import. This will create a new project with all the contents that could be imported from that CHM file.

Project options

Each project is saved with its own set of configuration options, which include all the project settings such as copyright, author, and language information.

Access project options

The project options panel can be accessed either by:

- Selecting the "Home" ribbon tab and clicking the "Project options" button in the "Project" group
- Or selecting the project topic in the table of contents, which is the root of all topics and the very first on in the list

General settings

- Project settings: Various informations about the project such as the project title or author information. Some of these options may be exported to the final documentation.
- Language settings: Specify the project's language and character set.

- Automated settings: Automatically generate the topic's help ids with the captions.

Date and time format settings

Some system variables available in an HelpNDoc project can output current date and time information. The following variables are available and will be replaced by the current date and time value at generation time:

Variable name	Meaning
Current Date/Time	Display the current date and time
Date	Display the current date, short format
Date - long	Display the current date, long format
Day	Display the current day, short format
Day - long	Display the current day, long format
Month	Display the current month, short format
Month - long	Display the current day, long format
Time	Display the current time, short format
Time - long	Display the current time, long format
Year	Display the current year, short format
Year - long	Display the current year, long format

Customizing the formats

By default, the date and time variables are displayed based on the project's language settings. It is possible to customize the format for each of those system variables using the "Date / Time format options" dialog.

To show the date and time customization dialog: from the "Home" ribbon tab, click "Project options" then "Customize" next to "Date / Time format" in the "Language settings". The following table explains the various specifiers which can be used when formatting date and time settings:

Specifier	Displays
d	Displays the day as a number without a leading zero (1-31)
dd	Displays the day as a number with a leading zero (01-31)
ddd	Displays the day as an abbreviation (Sun-Sat) using the translated strings according to project language
dddd	Displays the day as a full name (Sunday-Saturday) using the translated strings according to project language
ddddd	Displays the date using the format given by Windows' short date format

dddddd	Displays the date using the format given by Windows' long date format
e	Displays the year in the current period/era as a number without a leading zero (Japanese, Korean, and Taiwanese locales only)
ee	Displays the year in the current period/era as a number with a leading zero (Japanese, Korean, and Taiwanese locales only)
g	Displays the period/era as an abbreviation (Japanese and Taiwanese locales only)
gg	Displays the period/era as a full name (Japanese and Taiwanese locales only)
m	Displays the month as a number without a leading zero (1-12). If the m specifier immediately follows an h or hh specifier, the minute rather than the month is displayed
mm	Displays the month as a number with a leading zero (01-12). If the mm specifier immediately follows an h or hh specifier, the minute rather than the month is displayed
mmm	Displays the month as an abbreviation (Jan-Dec) using the translated strings according to project language
mmmm	Displays the month as a full name (January-December) using the translated strings according to project language
yy	Displays the year as a two-digit number (00-99)
yyyy	Displays the year as a four-digit number (0000-9999)
h	Displays the hour without a leading zero (0-23)
hh	Displays the hour with a leading zero (00-23)
n	Displays the minute without a leading zero (0-59)
nn	Displays the minute with a leading zero (00-59)
s	Displays the second without a leading zero (0-59)
ss	Displays the second with a leading zero (00-59)
z	Displays the millisecond without a leading zero (0-999)
zzz	Displays the millisecond with a leading zero (000-999)
t	Displays the time using the format given by Windows' short time format
tt	Displays the time using the format given by Windows' long time format
am/pm	Uses the 12-hour clock for the preceding h or hh specifier, and displays 'am' for any hour before noon, and 'pm' for any hour after noon. The am/pm specifier can use lower, upper, or mixed case, and the result is displayed accordingly

a/p	Uses the 12-hour clock for the preceding h or hh specifier, and displays 'a' for any hour before noon, and 'p' for any hour after noon. The a/p specifier can use lower, upper, or mixed case, and the result is displayed accordingly
ampm	Uses the 12-hour clock for the preceding h or hh specifier, and displays the contents of the AM Symbol Windows setting for any hour before noon, and the contents of the PM Symbol Windows setting for any hour after noon
/	Displays the date separator character given by Windows settings
:	Displays the time separator character given by Windows settings
'xx'/"xx"	Characters enclosed in single or double quotation marks are displayed as such, and do not affect formatting

Managing the table of contents

Managing the table of contents:

- Create topics
- Delete topics
- Rename topics
- Change topic properties
- Move topics

Create topics

Creating a new topic in an opened project can be achieved via two ways:

- Select the "Home" ribbon tab then click the upper part of the "Add topic" button
- Right click on any existing topic in the table of contents (including the project topic) and click the left part of the "Add topic" menu item

By default, a new topic is added at the bottom of the table of contents and becomes the last topic overall. HelpNDoc can optionally create a new topic at the following positions:

- Before the currently selected topic
- After the currently selected topic
- As a child of the currently selected topic
- As the last topic overall (Default behavior)

These actions are available from a sub-menu which can be accessed via the following ways:

- Select the "Home" ribbon tab then click the arrow on the bottom part of the "Add topic" button
- Right click on any existing topic in the table of contents (including the project topic) and hover the arrow on the right part of the "Add topic" menu item

When a new topic is created, its title will become selected and editable for easier modification: it becomes faster to create multiple topics and rename them.

Delete topics

Deleting an existing topic can be achieved via two ways:

- Select the "Home" ribbon tab then click the "Delete topic" button after a topic has been selected in the table of contents
- Right click on any existing topic in the table of contents to open the topic management menu then choose "Delete topic"

A word of caution: Deleting a topic containing children will also delete its children. When a topic is deleted, its associated content is also deleted. Library items used by the topics and keywords linked with the topic are not deleted.

Rename topics

The topic's title as displayed in the table of contents can be changed using one of the following ways:

- Right click on the topic and select "Rename"
- Select the topic then hit the "F2" keyboard shortcut
- Select the topic then go to the "Home" tab then click the "Rename" button in the "Table of contents" section

Change topic properties

Topic icon

The topic icon is displayed before the topic title in the table of contents. By default, topics containing children will be given a book icon, whereas topic without child will be given a note icon. To change the icon for each individual topic:

- Select the "Home" ribbon tab, then click the "Topic properties" item and choose the new topic icon
- Right click on any existing topic in the table of contents to open the topic management menu then choose the new topic icon

Topic kind

Each individual topic in HelpNDoc can be either:

- A normal topic - This is a standard topic where new content can be entered in the topic editor
- An empty topic - No content will be entered in that topic and will make it a chapter topic
- An URL topic - This topic will show an external URL instead of the content
- An external included file - The file specified will be included at compilation time in the content of the topic

To change the topic's kind:

- Select the "Home" ribbon tab, then click the "Topic properties" then "Topic kind" item and choose the topic kind
- Right click on any existing topic in the table of contents to open the topic management menu then go to the "Topic kind" item to choose the topic kind
- At the top of the topic editor, click the "Change..." link to choose the topic kind

Help ID

This is one of the most important part of a topic when using the generated documentation. The help ID is a unique alpha-numeric identifier used to locate the topic. This ID will be used to name individual HTML files in the generated HTML documentation, and can be used to open that specific topic from any programming language in the CHM documentation.

To change a topic's Help ID:

- Select the "Home" ribbon tab, then click the "Topic properties" item and enter the new Help ID
- Right click on any existing topic in the table of contents to open the topic management menu then enter the new Help ID

Note: The Help ID can only contain alpha-numeric characters. HelpNDoc will ensure this rule by automatically removing any unwanted characters (such as spaces) from the input.

Help Context

The help context is a numeric value which is unique to each topic. It can be used to uniquely identify a topic, or open a specific CHM topic using Windows APIs.

To change a topic's Help context:

- Select the "Home" ribbon tab, then click the "Topic properties" item and enter the new Help context
- Right click on any existing topic in the table of contents to open the topic management menu then enter the new Help context

Topic Header

The topic header is a simple text which is usually displayed as the title of the topic. By default, HelpNDoc will use the topic title as the header, but it can be configured to either:

- Hide the header - No header will be displayed for that topic
- Display a custom text - A custom text can be specified as the header of that topic.

To change a topic's header:

- Select the "Home" ribbon tab, then click the "Topic properties" then "Topic header" item and choose the topic header

- Right click on any existing topic in the table of contents to open the topic management menu then go to the "Topic header" item to choose the topic header
- At the top of the topic editor, click the topic header link to choose the topic header

Topic Footer

The topic footer is a simple text which is usually displayed at the bottom of the topic. By default, HelpNDoc will use the project copyright as the footer, but it can be configured to either:

- Hide the footer - No footer will be displayed for that topic
- Display a custom text - A custom text can be specified as the footer of that topic.

To change a topic's footer:

- Select the "Home" ribbon tab, then click the "Topic properties" then "Topic footer" item and choose the topic footer
- Right click on any existing topic in the table of contents to open the topic management menu then go to the "Topic footer" item to choose the topic footer
- At the top of the topic editor, click the topic footer link to choose the topic footer

Move topics

Topics are managed as a tree-structure from the table of contents. A topic can contain any number of children topics which itself can contain any number of children topics and so on. Also topics are not sorted in any way in the table of contents so they can freely be positioned. To move a topic in the table of contents:

- Select the topic then from the "Home" ribbon tab, choose one of the move topic action: move up, move down, move left, move right
- Right click on the topic to move then from "Move topic" menu item, choose one of the action
- Drag and drop the topic to the desired position by clicking and holding it, moving the mouse, then release the mouse button where needed

Note: The project topic can't be move. It is always the root of all the topics available in the project.

Using the topic editor

The topic editor is where each topic's content and properties are defined.

Topic kind

Kinds of topics

A topic can be of different kind. When first created in HelpNDoc, the topic is a normal topic with content. The different topic kinds are:

- Normal topic - This is the default topic kind where text, tables, library items... can be added in the topic's content

- Empty topic - This is a topic without any content of any kind attached to it
- Show external URL - The topic will show the specified URL when shown in supported documentation formats
- Include external file - The specified file will be included as the topic's content when the documentation is generated

Changing a topic's kind

Changing the kind of a specific topic can be done by either:

- Right-click the topic in the table of contents and choose a new topic kind
- Change the current topic's kind by clicking the "Change" link at the topic of the topic editor

Headers and footers

Each topic can have a specific header and footer. By default, the topic header is set to display the topic's title as defined in the table of contents and the topic footer is set to display the project copyright. This can be changed to:

- Hide the header / footer - Do not display anything for that topic
- Display custom header / footer - Specify the text to use for that header / footer

To change the header and footer for a specific topic, either:

- Click in the header and footer links at the top of the topic editor and choose the new option
- Right click on the topic and change its header and footer options.

Working with hyperlinks

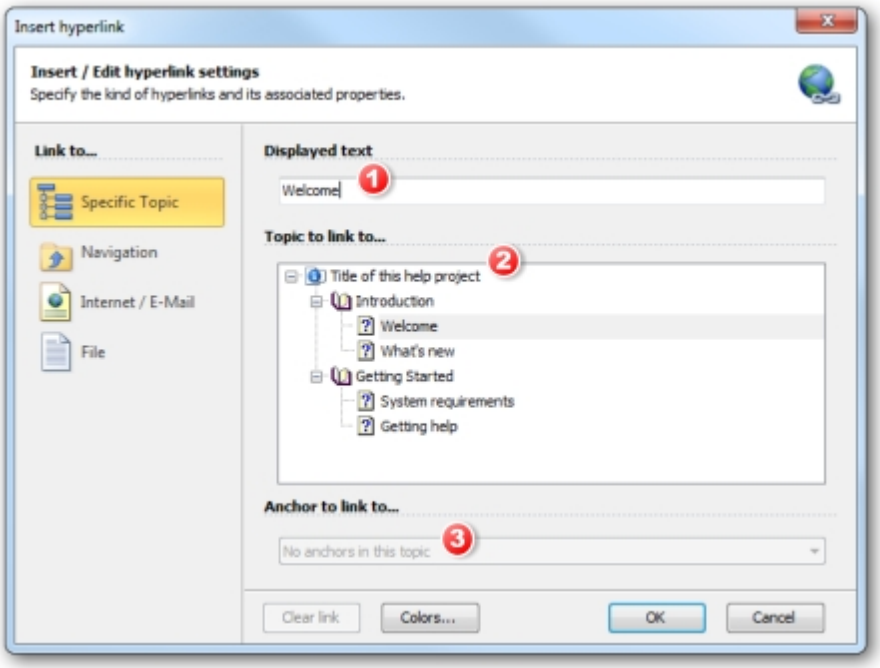
The text contained in a normal topic with content can contain hyperlinks. Those links will redirect the reader to the specific element they link to. To create an hyperlink:

- Select the text to transform to an hyperlink
- Select the "Insert" tab and click the "Insert / Edit hyperlink" in the "Links" panel (Keyboard shortcut: CTRL+L)
- Specify the links' attributes

An hyperlink can link to:

- A specific topic: the specified topic will be shown
- A relative topic: the relative topic, based on the currently viewed one, will be shown
- An Internet or e-mail address: the Internet page will be shown or a new e-mail will be created
- A file: the specified file will be shown or downloaded

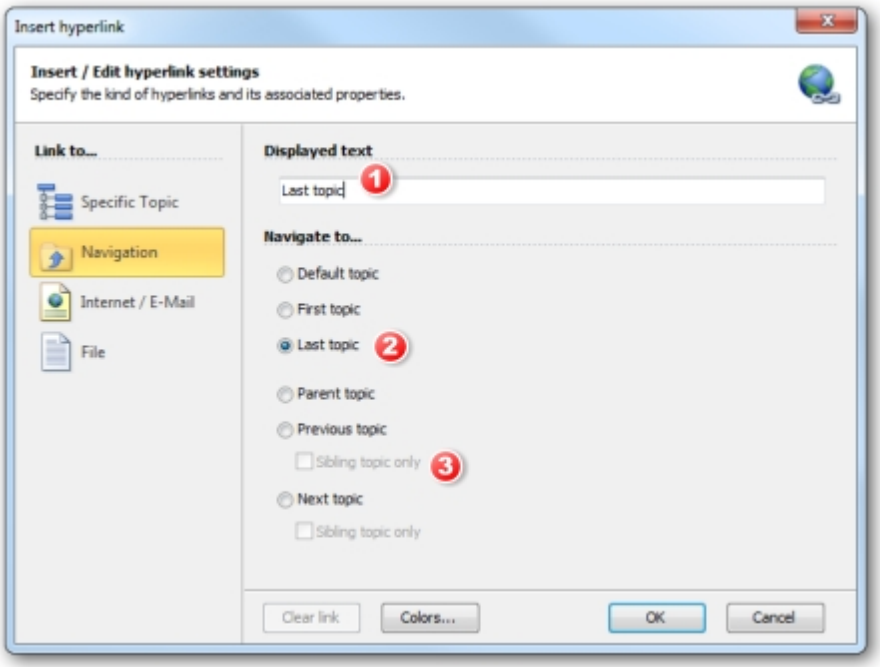
Link to a specific topic



Linking to a specific topic will allow the end-user to navigate to that particular topic by clicking the link. To create a link to a specific topic:

1. Provide the link text. This field is not enabled if you have already selected the text in the topic editor
2. Choose which topic to link to by selecting it in the hierarchy
3. Optionally choose the topic's anchor to link to

Link to a relative topic



Creating a relative link, or navigation link, will provide a way to link to a topic relative to the current

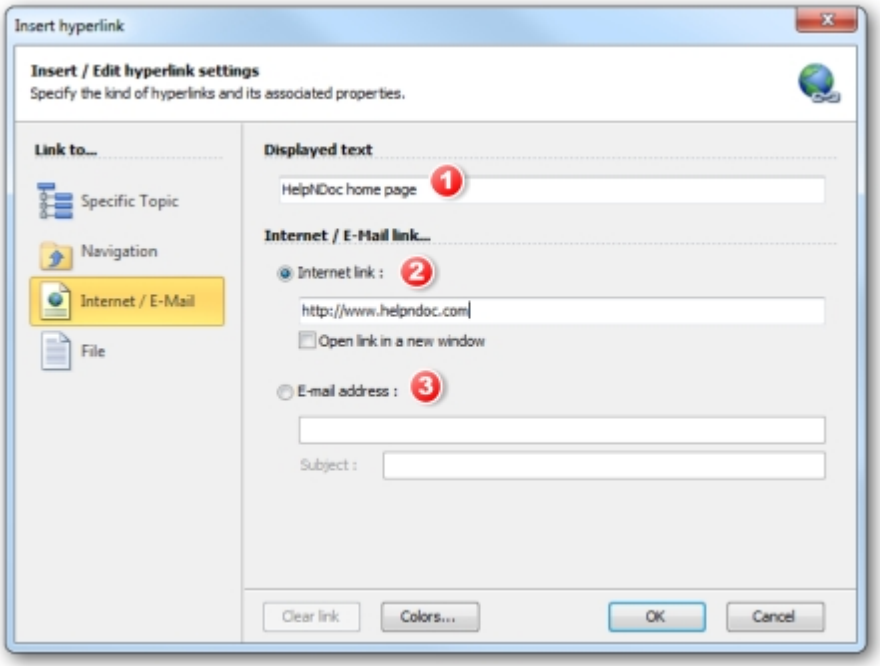
one. HelpNDoc can create navigation links to:

- Default topic - The topic which has been set as the default one in the project options
- First topic - The very first topic in the table of contents
- Last topic - The very last topic in the table of contents
- Parent topic - The parent topic of the topic containing the link
- Previous topic - The topic just before the one containing the link. If "Sibling topic only" is checked, it will link to the previous topic at the exact same hierarchy level
- Next topic - The topic just after the one containing the link. If "Sibling topic only" is checked, it will link to the previous topic at the exact same hierarchy level

To create a navigation link:

1. Provide the link text. This field is not enabled if you have already selected the text in the topic editor
2. Choose what kind of navigation link to create
3. For previous and next topics, specify whether to link to a sibling topic or not

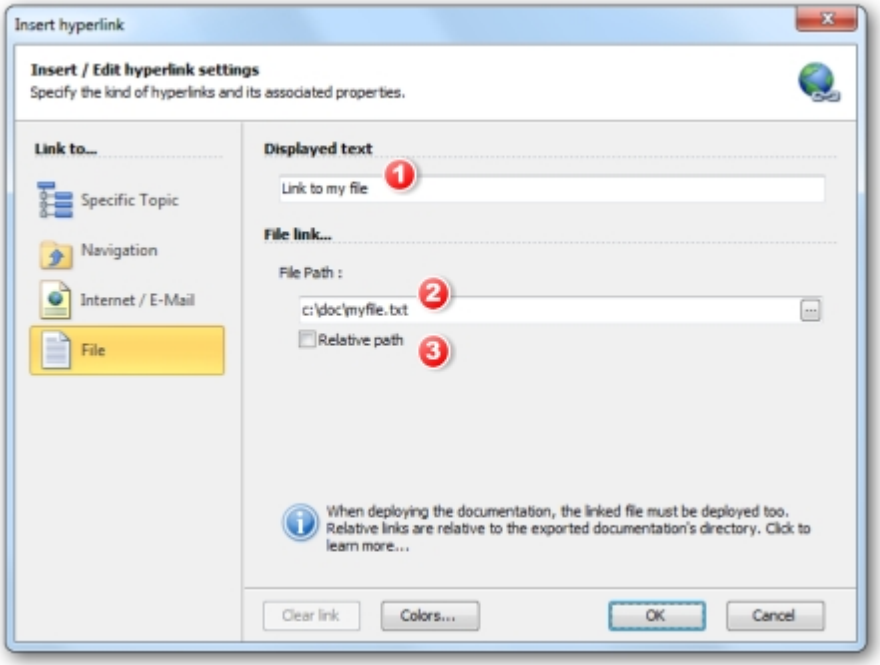
Link to an Internet or e-mail address



Create a link to an Internet or e-mail address by:

1. Provide the link text. This field is not enabled if you have already selected the text in the topic editor
2. For an Internet link, specify the URL and whether this link should open in a new window or not
3. For an e-mail address, specify the e-mail address and optionally a subject for the e-mail to send

Link to a file



Based on the end-user Windows configuration and documentation format, an hyperlink to a file will either:

- Show the file directly in the help viewer
- Show the file in an external application if the file format is registered to that application
- Provide a download file box to let the user download it locally

To create an hyperlink to a file:

1. Provide the link text. This field is not enabled if you have already selected the text in the topic editor
2. Indicate the file path and name
3. Indicate whether the provided path is an absolute or relative path

The help file won't be included with the generated documentation. This means that the help file must be deployed with the final documentation and placed in the correct folder when installed on the end-user computer:

- For a non-relative file: the file must be placed in the exact same folder and have the same name as the one defined in the file path field. Example: c:\doc\myfile.txt
- For a relative file: the file must be placed in a relative folder based on the main documentation file. Example: the relative path is set to "file\myfile.txt" so the file must be placed in the "file" sub-folder of the documentation output folder

Working with styles

Styles are an important part of HelpNDoc as they provide a way to keep an uniform look

throughout the documentation's topics. A style is applied to a piece of text which then becomes linked to it: when the style changes, the format of the text changes too.

HelpNDoc comes with a set of predefined styles. Styles can be added and managed using the styles editor.

To apply a style to a piece of text:

- Select the text to apply the style to
- From the "Write" ribbon tab, choose the style to apply from the "Styles" group and click it

Working with tables

Tables are used to either display tabular data or create complex layout in the final documentation. To create a new table in HelpNDoc, from the "Insert" ribbon tab, click the "Insert table" button in the "Items" group and either:

- Choose the number of rows by columns to add by clicking the desired table size
- Click the "Insert table" button to specify the size and some properties for the new table

Once a table is present in a topic, clicking it will display the "Table tools, Layout" ribbon tab. This can be used to create, delete, change properties for the cells and the table.

Working with pictures

Pictures are inserted in the library then in the topic editor. This provides a way to use the same picture multiple times and modify it from the library without the need to find it in the topics. To insert a picture, either:

- From the "Home" ribbon tab, click the "Add item" button in the "Library" group and choose "Add picture". Then drag the picture from the library in the topic editor
- From the "Insert" ribbon tab, click the "Insert picture" button then "Insert another picture". This will add it to the library prior to inserting it in the topic editor

When a picture is clicked in the topic editor, the "Picture tools, format" contextual ribbon tab is shown to modify the picture's properties. From there, it is possible to:

- Replace the picture with another one
- Reset the picture properties such as size and alignment
- Align the picture in the text flow
- Adding the picture's alternative text: this is used in HTML based documentation as a place-holder text while the picture is being loaded
- Specify the picture's width and height

Working with the image map editor

Image maps can contain one or multiple interactive shapes. A shape can be a rectangle, circle or polygon and can link to any kind of links handled by HelpNDoc: topics, relative links, URLs, EMails, or file links.

Manage shapes

To create a shape in the image map editor, choose the kind of shapes in the "Create Shapes" section and draw it over the image.

To select a shape, click on it in the editor, or choose it in the "Shape" list of the "Properties" section.

When one or more shapes are selected, click "Delete" in the "Manage Shapes" section to delete them.

Move and resize shapes

Once a shape is added, it can be moved and resized by dragging its content or its handles in the editor. Rectangle and Circle shapes can also be moved and resized using the editors in the "Properties" section.

Assign title and link to shapes

When a shape is selected, change its title in the "Properties" group. Title are used as hints in web-browser or as indication for accessibility settings.

To update the link of a shape, click the link next the "Link To" in the "Properties" group to use the hyperlink editor.

Using the library

The library can be viewed as a storage place for third-party elements such as:

- Pictures - PNG, JPEG...
- Image maps - Pictures with interactive click-able zones
- Movies - MOV, AVI...
- Documents - DOC, TXT...
- HTML Code - This is raw HTML code which will be exported as-is in the final HTML based documentation
- Variables - Place-holders for textual content
- Snippets - Place-holders for rich text content which can contain formated texts, pictures...

All those elements are first placed in the library and can then be re-used in any number of topics within the current project. Once a library item has been placed in the topic editor, it is then linked with the library item and therefore any modification made to the library item will also be made to the linked elements. As an example, changing a picture in the library which has been placed in hundreds of topics, will automatically change all those topics with the new picture.

To insert an item in the library, from the "Home" tab use the "Add item" button from the "Library" group. To insert an item from the library to the topic editor, either:

- Drag and drop the item from the Library panel into the topic editor
- Select the element in the library panel then click the "Insert in topic" button from the "Home"

ribbon bar and "Library" group

- Right click the element and choose "Insert in topic"

Using the keywords editor

Keywords are words or short sentences used to tag or index one or multiple topics. HelpNDoc offers the possibility to define a keyword hierarchy where each keyword can be associated with one or multiple topics. Keywords are alphabetically and hierarchically ordered: a keyword can contain one or more children keywords.

Create keywords

To create a first-level keyword:

- Create the top part of the "Add keyword" button in the "Keywords" group of the "Home" ribbon tab
- The keyword is added in the list ready to be named: enter a name and validate using the Enter keyboard shortcut

To create a child keyword, first select the parent keyword then:

- Click the bottom part of the "Add keyword" button in the "Keywords" group of the "Home" ribbon tab
- Click "Add child keyword"
- The keyword is added in the list ready to be named: enter a name and validate using the Enter keyboard shortcut

Rename keywords

To rename a keyword:

- Select the keyword in the keywords panel
- Click the "Rename" button in the "Keywords" group of the "Home" ribbon tab
- Enter a name and validate using the Enter keyboard shortcut

Delete keywords

To delete obsolete keywords:

- Select the keyword in the keywords panel
- Click the "Delete" button in the "Keywords" group of the "Home" ribbon tab

Associate with topics and remove association

Keywords with checked boxes are associated with the currently selected topic. Keywords with unchecked boxes are not associated with it. They might be associated with other topics or not used anymore: you can use the project analyzer to check for unused keywords.

To associate / remove association between a keyword with a topic:

- Select the topic in the table of contents

- Click the check-box in front of the desired keyword to check or un-check it
- Alternatively, you can use the "Associate with topic" check button in the "Keywords" group of the "Home" ribbon tab

To manage the topics associated with a specific keyword, you can use the Manage keyword association window.

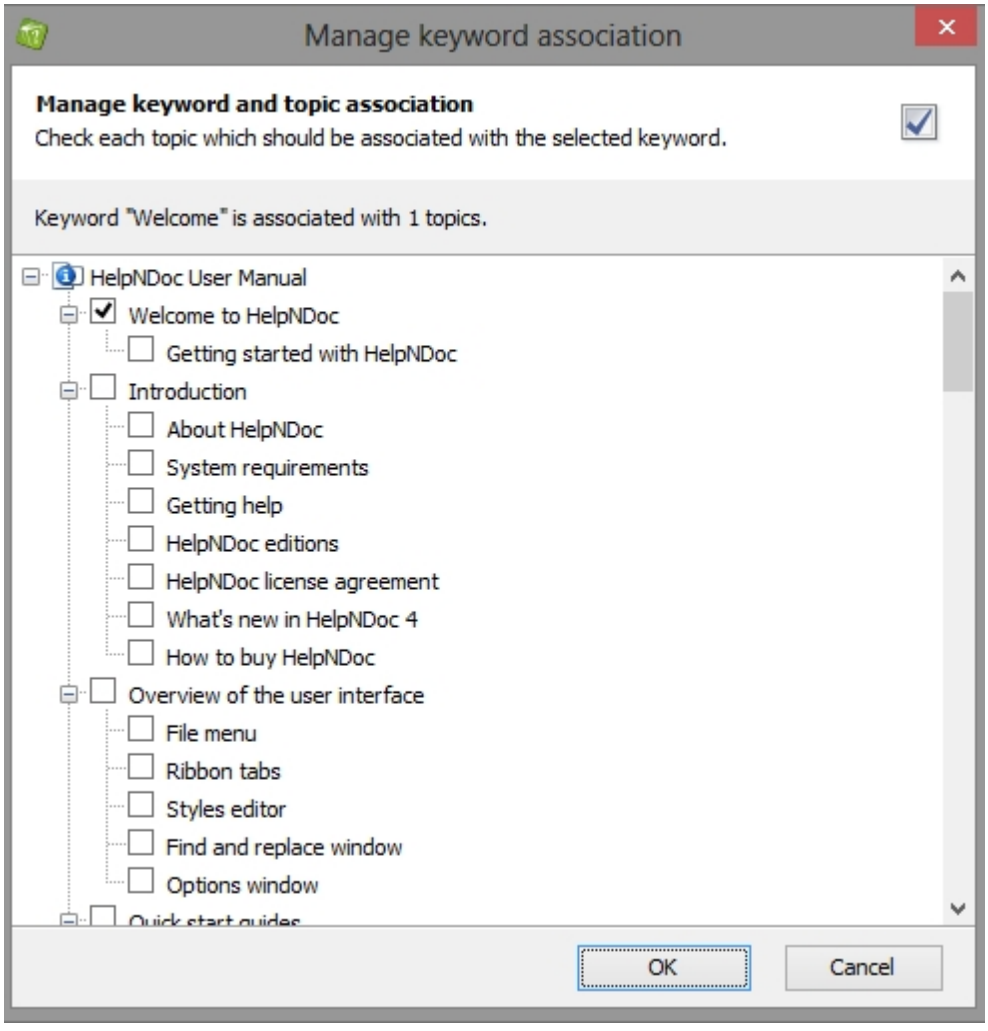
Manage keyword association

Keywords' association with the current topic can rapidly be done using the check-box in front of the keyword.

To rapidly manage every topics associated with a specific keyword, select the keyword then click the "Associated topics" button in the "Keywords" group of the "Home" ribbon tab to open the "Manage keyword association" window.

Manage keyword association window

This window lists all topics within the project and adds a checked box before the caption of the topics associated with the currently selected keyword.

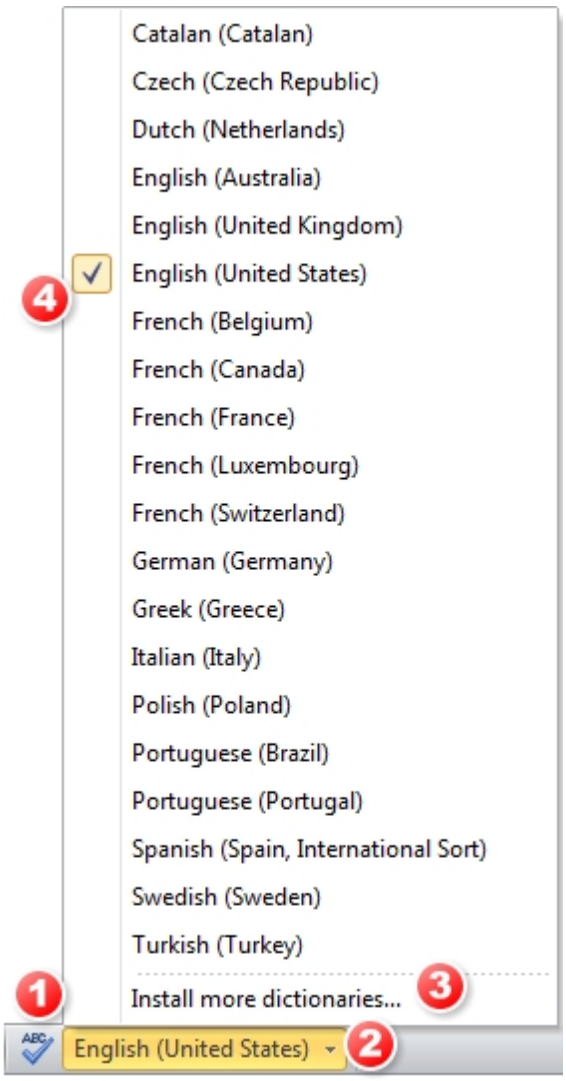


To associate the currently selected keywords with additional topics, check the boxes before the

caption of those topics. Un-check those boxes to remove the association.
To save the modified associated topic list, hit the OK button at the bottom of the window.

Using the spell checker

The live spell checker is an integral part of HelpNDoc, covering any input made throughout the user interface: once a potential spelling error has been identified, the live spell checker will underline the problematic word with a red line. Right clicking on the word will give a list of possible alternative words, and options to ignore it or add it to the user dictionary.



1. Spelling options

This shows the spelling options dialog which is where the spell checker's settings can be configured.

2. Active dictionaries

This indicates the currently active dictionaries. A click on that button shows a list of all installed dictionaries on the current computer as well as options to install new dictionaries and change currently active ones.

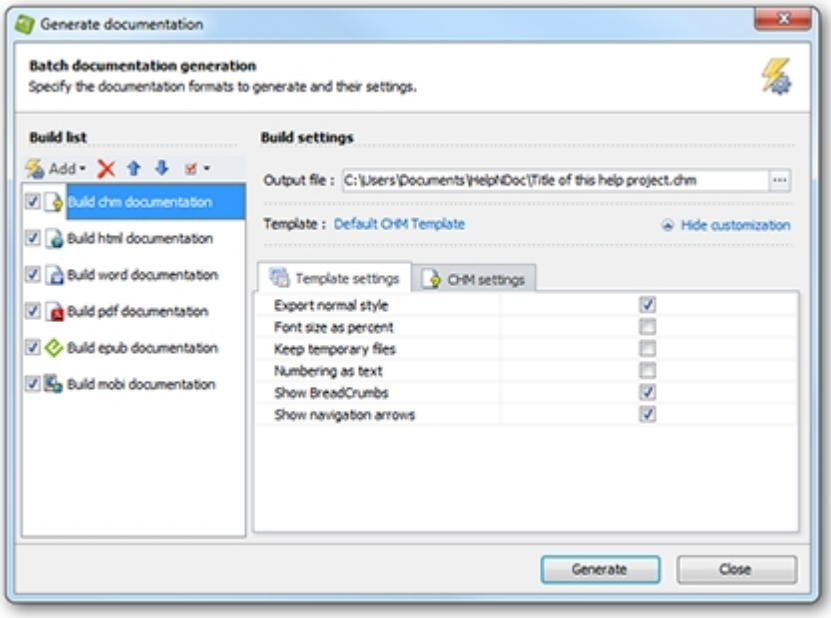
3. Install dictionaries

New dictionaries can be downloaded from the OpenOffice.org extensions web-site and installed using this dialog: just browse for the *.oxt file you saved on your computer and HelpNDoc will install it and add it to the list

4. Managing dictionaries

Dictionaries with a check mark are the ones currently activated and used by HelpNDoc to spell check the current project. To activate a dictionary, click on it to check it. To deactivate a dictionary, click on it to un-check it. HelpNDoc supports multiple dictionaries activated at the same time: when activating a dictionary, it won't deactivate the currently activated ones.

Publishing documentation



From the "Home" ribbon tab, click the "Generate help" button to show the generation window. From this window, you can specify:

- The kinds of documentation formats to generate by adding builds and enabling them
- The output path of the final documentation
- The template and settings to use for each individual build
- The order of the build execution

HelpNDoc will then process the templates and generate the documentation accordingly.

Advanced usages

Some more advanced usages are covered in the following sections:

- Working with templates - Understand the powerful templates and learn how to customize the output of your documentation
- Usage from the command line - Learn how you can leverage the HelpNDoc command line parameters to automate documentation generation

Keyboard shortcuts

HelpNDoc implements various keyboard shortcuts which can be used throughout the application to rapidly execute common actions.

User interface

Keyboard shortcuts available in HelpNDoc's main window.

Keyboard Shortcut	Action	Remarks

F1	Display the program help	
ALT	Show the keyboard shortcut for the ribbon elements	Press and release the shortcuts indicated to go to next step. As an example ALT, then H, then O will show the project options
CTRL + F1	Minimize / restore the ribbon	
CTRL + F2	Focus the table of contents panel	
CTRL + F3	Focus the topic editor panel	
CTRL + F4	Focus the library panel	
CTRL + F5	Focus the keywords panel	
CTRL + F6	Focus the search result panel	

Tree controls

Keyboard shortcuts available for all tree controls, including the table of contents tree, the library tree, the keywords tree.

Keyboard Shortcut	**Action**	**Remarks**
+	Expand the current node	
*	Expand the current node and its children hierarchy	
-	Collapse the current node	
/	Collapse the current node and its children hierarchy	
CTRL + UP	Move the element up	Not available in the library and keywords trees
CTRL + DOWN	Move the element down	Not available in the library and keywords trees
CTRL + LEFT	Move the element left	Not available in the library tree
CTRL + RIGHT	Move the element right	Not available in the library tree
CTRL + INSERT	Create a new item	Not available in the library tree
CTRL + SHIFT + INSERT	Create a new child item	Not available in the library tree
CTRL + DEL	Delete the item	
SPACE	Associate the keyword with	Only for the keywords tree

	the topic	

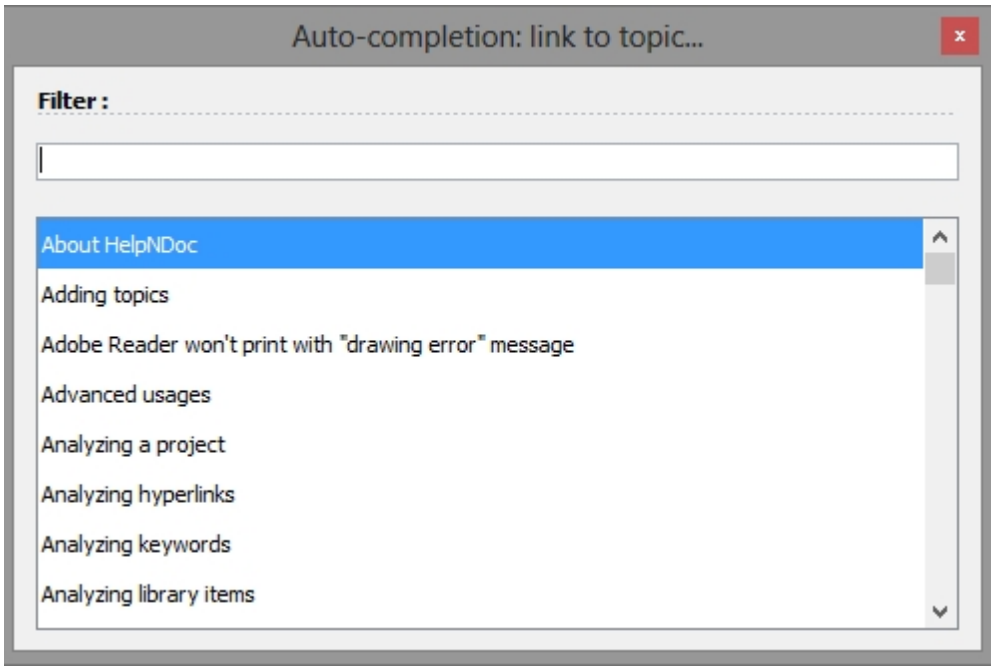
Topic Editor

Keyboard shortcuts available when editing a topic.

Keyboard Shortcut	Action	Remarks
CTRL + A	Select all the content	
CTRL + C	Copy the selected content	
CTRL + V	Paste the content	
CTRL + L	Create / Edit hyperlink	Select some text to rapidly create an hyperlink or nothing to create a new blank one
CTRL + SPACE	Display the auto-completion dialog	Used to quickly create hyperlinks, insert library items...
SHIFT + CTRL + N	Apply the Normal style to selection	
ALT + SHIFT + LEFT	Apply the previous heading level style to selection	
ALT + SHIFT + RIGHT	Apply the next heading level style to selection	
CTRL + ALT + 0...9	Apply the heading level 0 to 9 style to selection	

Keyboard auto-completion

When writing documentation, the user interface might become a distraction and could slow down the writing process, in particular when adding special and non-textual elements in the topic editor. That's why HelpNDoc provides the CTRL+SPACE auto-completion keyboard shortcut to speed up the writing process.



To show the auto-completion dialog, hit the CTRL+SPACE keyboard shortcut in the topic editor. The following actions are then available:

- Enter any text in the filter field to filter the list and show only relevant items
- Use the Up and Down keyboard keys to select the desired item
- Use the Enter keyboard key (or click the item) to insert that item
- Use the Escape keyboard key (or click the close button) to discard the dialog

The auto-completion dialog is context sensitive. It's action depends on the content at position of the cursor in the topic editor.

Link to a topic

- When used after a space character or at the start of a new line, it will provide a list of all available topics to link to
- When used within or right after a word, it will use that word as the filter. E.g. typing "help" then CTRL+SPACE will filter all topics containing the text "help"
- After selecting the topic in the list, a link with its caption will be inserted in the topic editor

Insert a library item

- When used right after the "!" character, it will display a list of all available library items
- When used within or right after a word starting with the "!" character, it will use that word as a filter for the library item
- After selecting a library item in the list, it will be inserted in the topic editor

Conditional content generation

By default, all topics and content created in an HelpNDoc project will be generated in every builds and documentation formats. It is possible to conditionally generate topics and content using build tags and conditions:

- Build tags represent unique identifiers which can be associated with a topic or a part of a topic
- Conditions are instructions indicating whether a section is included or not based on specific tags

Conditional topic generation

A topic can be included or not in specific builds based on build kind and build tags. By default a topic is included in all builds. To choose which build will include a topic, select the topic in the table of contents then:

- From the "Home" ribbon tab, click "Topic properties", then "Include in builds" and select each build kind and custom tag that applies
- Or right click on the topic and choose options in the "Include in builds" popup menu

Conditional content generation

HelpNDoc provides an easy way to define sections (parts of topics) which will only be included in specific builds using conditional sections. Those logical statements (If, Else, End) can be inserted within a topic using the "Insert" ribbon tab.

Using the "Insert conditional operation" dialog box, choose between one of the operations:

- IF: Start of a conditional section. The content written after this operation will be included only if the tags are included (IF) or not included (IF NOT) in the current build;
- ELSE: Will negate any previous IF operation. As an example, if the previous IF operation included "CHM and HTML", the ELSE operation will included everything but those;
- END: Will close the open conditional sections. Any content written after an END statement will be included in every builds without any condition.

Define custom tags

To define custom tags, you can either:

- Right click on a topic, hover "Included in builds" then click "Manage build tags"
- From the "Generate help" window, select a build and click "customize" if the "Included tags" is not visible" then click "Manage tags"

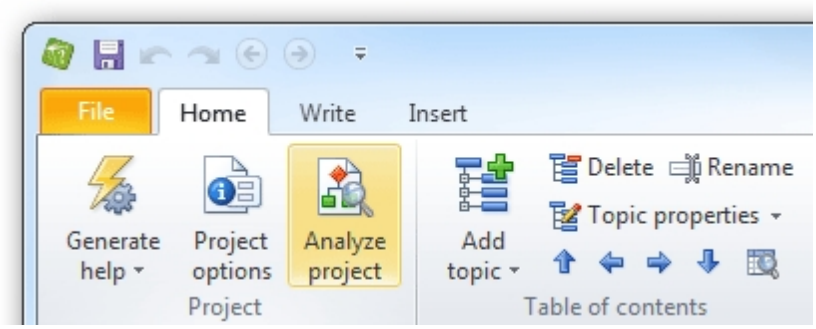
Associate tags with builds

Each build can include one or more custom tag. To add custom tags to a specific build:

- Click the top part of the "Generate help" button in the "Home" ribbon tab
- Select a build
- Click "Customize" if the "Included tags" tab is not already visible
- Select the "Included tags" tab

- Check any custom tag that will be included in that build

Analyzing a project



Analyzing an HelpNDoc project provides a centralized way to obtain advanced details on the project structure and content. The project analyzer can be launched from the "Home" ribbon tab, by clicking the "Analyze project" button in the "Project" group.
The project analyzer can be used to get various information about the project, including:

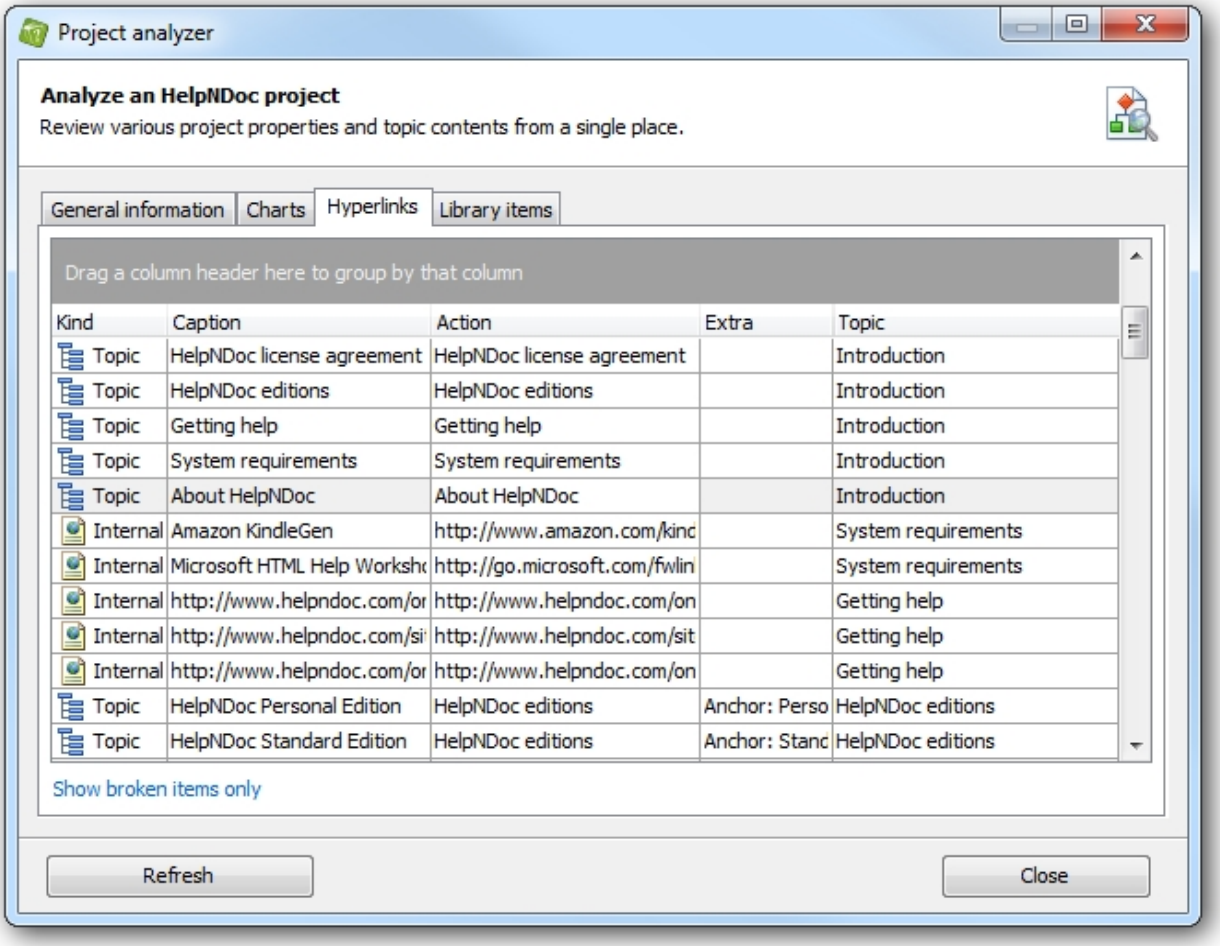
- Paragraph, character, hyper-links and library item statistics
- A chart representing a visual overview of the project layout
- Hyper-links details and usage
- Library items usage and details
- Keywords usage and association details

The project analyzer can be started by clicking the "Analyze" button: it may take some time as it will analyze each topic to report useful information. When the project analyzer window is visible, it is still possible to modify the project in the background. However, any modification made to the project will not update the analyzer reports: hitting the "Refresh" button is required in that case.

Learn more about the project analyzer:

- Analyzing hyperlinks
- Analyzing library items
- Analyzing keywords

Analyzing hyperlinks


Project analyzer
Analyze an HelpNDoc project
Review various project properties and topic contents from a single place.
General information
Charts
Hyperlinks
Library items
Drag a column header here to group by that column
Kind
Caption
Action
Extra
Topic
Topic HelpNDoc license agreement HelpNDoc license agreement Introduction
Topic HelpNDoc editions HelpNDoc editions Introduction
Topic Getting help Getting help Introduction
Topic System requirements System requirements Introduction
Topic About HelpNDoc About HelpNDoc Introduction
Internal Amazon KindleGen http://www.amazon.com/kinc System requirements
Internal Microsoft HTML Help Worksh http://go.microsoft.com/fwlin System requirements
Internal http://www.helpndoc.com/or http://www.helpndoc.com/on Getting help
Internal http://www.helpndoc.com/si http://www.helpndoc.com/sit Getting help
Internal http://www.helpndoc.com/or http://www.helpndoc.com/on Getting help
Topic HelpNDoc Personal Edition HelpNDoc editions Anchor: Perso HelpNDoc editions
Topic HelpNDoc Standard Edition HelpNDoc editions Anchor: Stanc HelpNDoc editions
Show broken items only
Refresh
Close

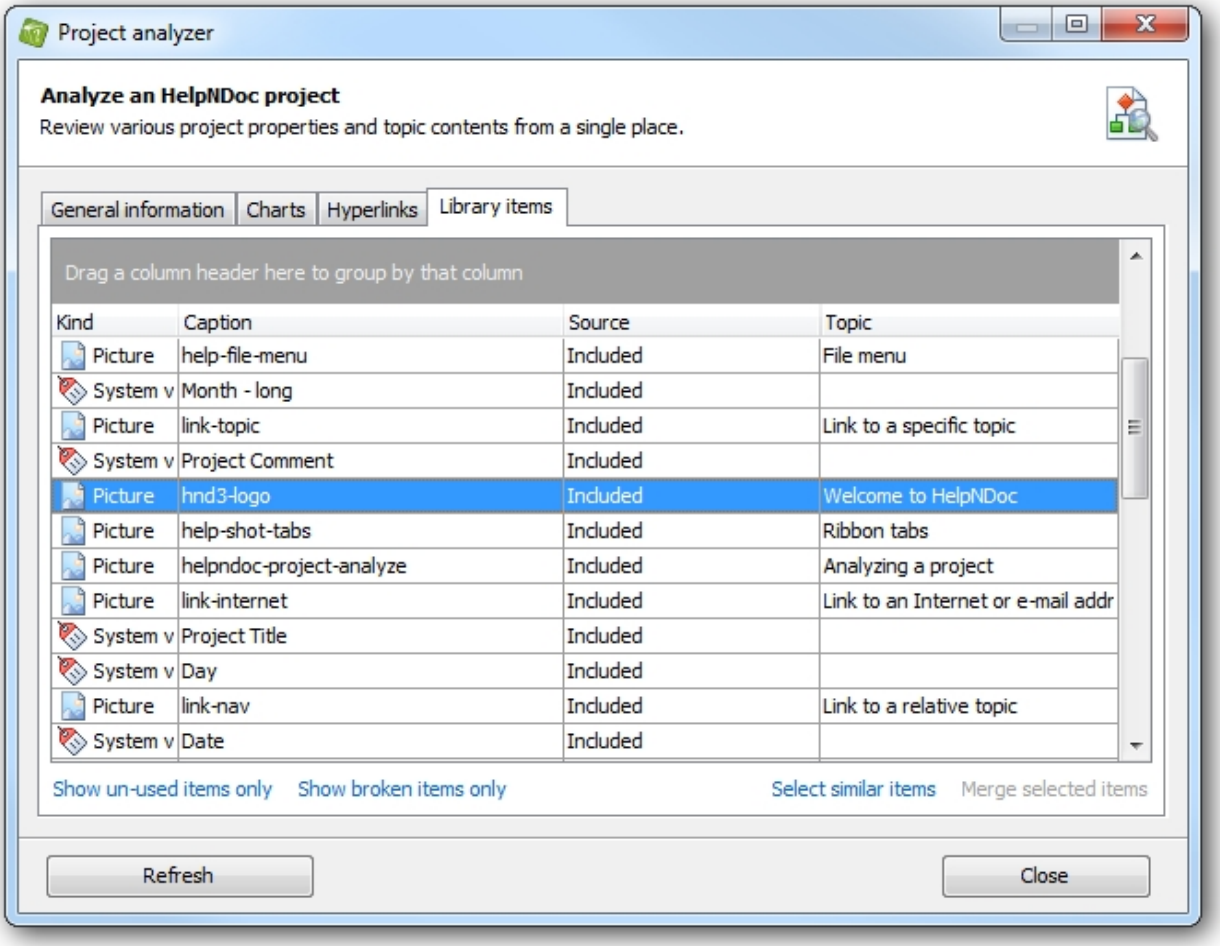
The "Hyperlinks" tab of HelpNDoc's project analyzer lists all hyperlinks found throughout the project. The hyperlink analyzer can be used to:

- List all links used in the project and their properties
- Spot links pointing to deleted topic (broken links)
- Spot duplicate links
- Filter links by kind, caption, target or topic

Filtering broken links

Broken links point to a specific topic which has been deleted since the link creation. HelpNDoc's project analyzer makes it easy to spot broken links by clicking the "Show broken items only" at the bottom of the window. This will filter the view to display only broken links. By clicking a link in the view, the topic containing the link will be shown in HelpNDoc's main window so that the link can easily be corrected.

Analyzing library items


Project analyzer
Analyze an HelpNDoc project
Review various project properties and topic contents from a single place.
General information
Charts
Hyperlinks
Library items
Drag a column header here to group by that column
Kind
Caption
Source
Topic
Picture help-file-menu Included File menu
System v Month - long Included
Picture link-topic Included Link to a specific topic
System v Project Comment Included
Picture hnd3-logo Included Welcome to HelpNDoc
Picture help-shot-tabs Included Ribbon tabs
Picture helpndoc-project-analyze Included Analyzing a project
Picture link-internet Included Link to an Internet or e-mail addr
System v Project Title Included
System v Day Included
Picture link-nav Included Link to a relative topic
System v Date Included
Show un-used items only
Show broken items only
Select similar items
Merge selected items
Refresh
Close

The "Library items" tab of HelpNDoc's project analyzer lists all library items present in the library, and how they are used throughout the project: a library item can be displayed multiple times in the list if it is used multiple times in the project. The library items view is very powerful to manage library items and can help save time by:

- Showing how many times and where each library item is being used
- Filtering library items by kind
- Filtering library items which are not used at all
- Filtering library items which are included in topics but not available in the library anymore (broken items)
- Locating library items with the exact same content
- Merging multiple library items into one final item

Filtering unused library items

By clicking the "Show un-used items only" at the bottom of the view, HelpNDoc will display library items which are available in the library but not used in any topic. This is useful to purge the project and clean the library.

Filtering broken library items

Broken library items are items which have been added to topics at some point, but which are not

available in the library anymore: broken library items will result in a broken documentation with missing parts. To view broken library items, click the "Show broken items only" at the bottom of the view. Clicking an item will show the topic containing it so that it can be deleted or replace.

Finding similar items

If you suspect some items are duplicates within the library, this feature will check all of them and select the duplicates. Here is how to proceed:

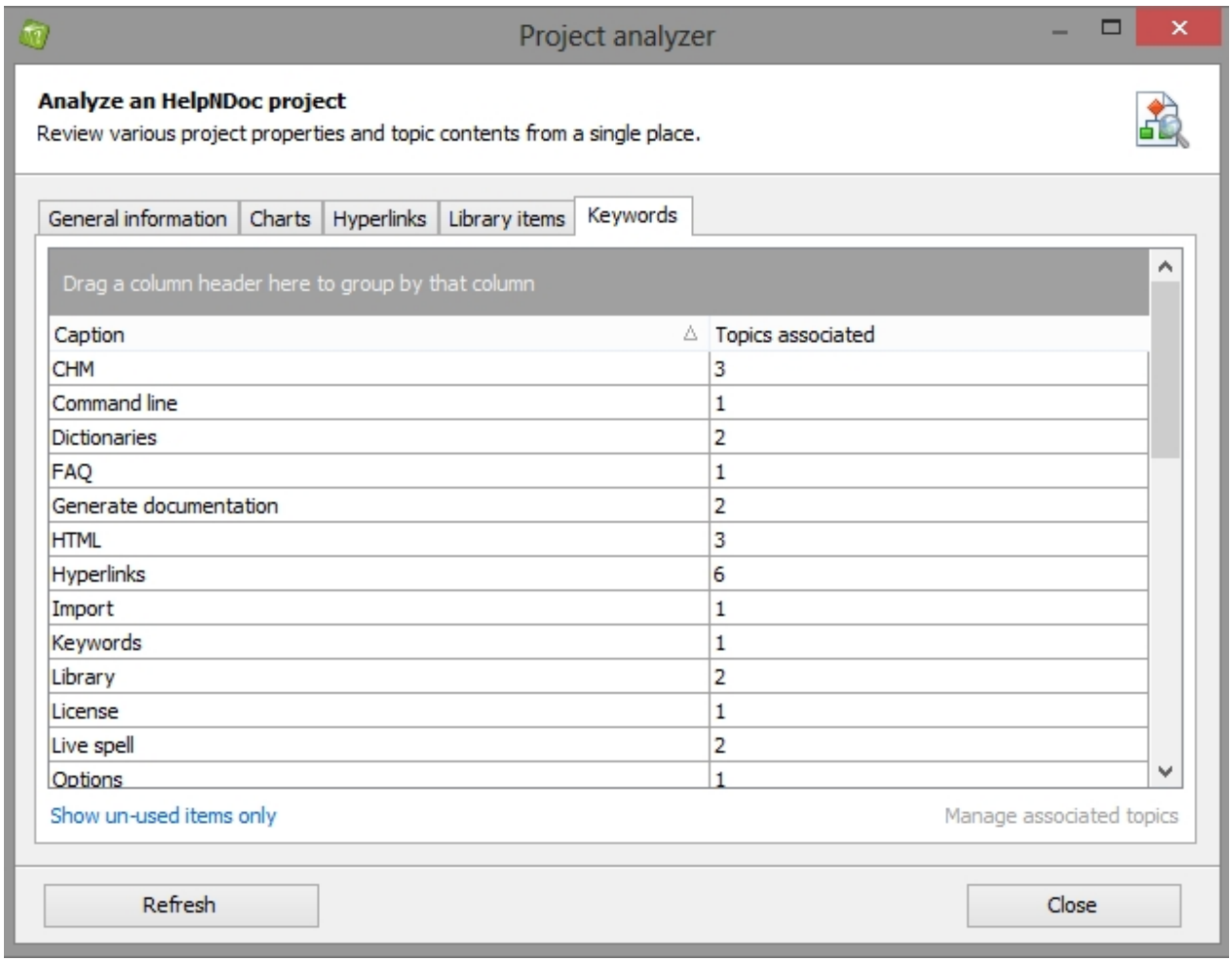
- Select an item in the view
- Click the "Select similar items" link at the bottom of the view
- HelpNDoc will automatically select all items of the same kind and with the same content

Merging library items

Select multiple library items and click the "Merge selected items" link to merge them into a final one. This will:

- Delete all selected items from the library except the final one
- Replace all items in the topics by the final one

Analyzing keywords



The "Keywords" tab of the project analyzer lists all keywords available in the current project with the number of associated topics. The keywords analyzer can be used to:

- Get a representation of keyword usage within the project: spot rarely used or overused keywords easily
- Spot broken keywords which are not associated with any topic
- Manage topics associated with a specific keyword using the Manage keyword association window.

Filtering unused keywords

To filter the list and see only keywords with no associated topics, click the "Show un-used items only".

It is possible to delete those keywords by selecting them and hitting the delete keyboard shortcut. **Warning**: it will delete their children keywords too.

It is also possible to associate them with some topics using the manage associated topics link.

Manage associated topics

When a keyword is selected, click the "Manage associated topics" link to show the window and check each topic which needs to be associated with that keyword.

Working with templates

HelpNDoc includes two very powerful template systems which are used to fine-tune the look of the generated documentations: HelpNDoc will read the selected template's instructions prior to generating the documentation, and will adapt the generated output based on those instructions.

The two parts of the template system are:

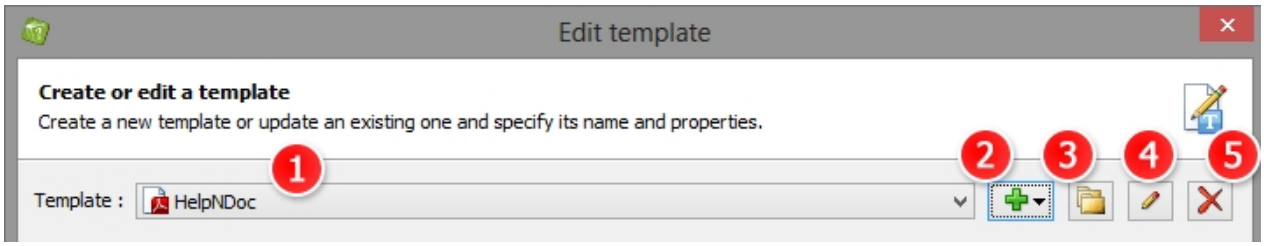
- The CHM, HTML, ePub, Kindle and Code template system which can control almost all aspects of the documentation generation for those formats. It is based on the Pascal programming language which is interpreted to define how the documentation is generated;
- The Word and PDF template system which can control the page size, covers, headers and footers, layout and headings appearances.

Using the template editor is the recommended way to manage and customize templates. It is also possible to manually alter the template files: read the low-level details about templates for such cases.

Using the template editor

The easiest way to manage templates is by using the template editor. The template editor can be used to create, rename, modify and delete all kinds of templates.

It can be accessed using the "Template Editor" button from the "Templates" group in HelpNDoc's "Home" ribbon tab.



Managing templates

The template editor is used to manage all kinds of templates:

1. The template selection lists all templates available on the current computer. To manage a specific template, select it in that list.
   Standard templates (included with HelpNDoc's installation) are marked as such: they can't be edited;
2. The create template button can be used to create a new template of any kind: select the template kind and enter a unique name to create that template;
3. The duplicate template button can be used to duplicate the currently selected template. This can be useful to create a small variation of a template or test some modifications without altering the original template;
4. The rename template button can be used to rename the currently selected template. HelpNDoc will make sure the newly entered name is valid and unique;
5. The delete template button can be used to delete the currently selected template. **Warning**: this action will permanently delete the selected template from the current system and this action can't be undone.

Customizing a template

Once a template is selected in the template editor, various customizable sections are available. Those sections differ based on the kind of templates currently being selected.
Note: Standard templates, which are included with HelpNDoc's installation are read-only and can't be modified.

- HTML based templates: the general settings, variables, script files and assets can be customized. HTML based templates include the following documentation formats: CHM, HTML, ePub and Kindle;
- Word and PDF templates: the page settings, cover page, headers, footers, table of contents and topic titles can be customized.

HTML based templates

HTML based templates include CHM, HTML, ePub and Kindle templates. In the template editor, select an HTML based template to access its customizable settings:

- General settings: customize the file extension, inheritance and other general settings for that template;
- Variables: manage variables which can be used by the template;
- Script files: manage script files used to generate the final documentation;
- Assets: manage assets bundled with the final documentation

General settings

Once you have selected an HTML based template in the template editor, access the "General settings" group in the "Edit template..." panel to manage the following settings for that template:

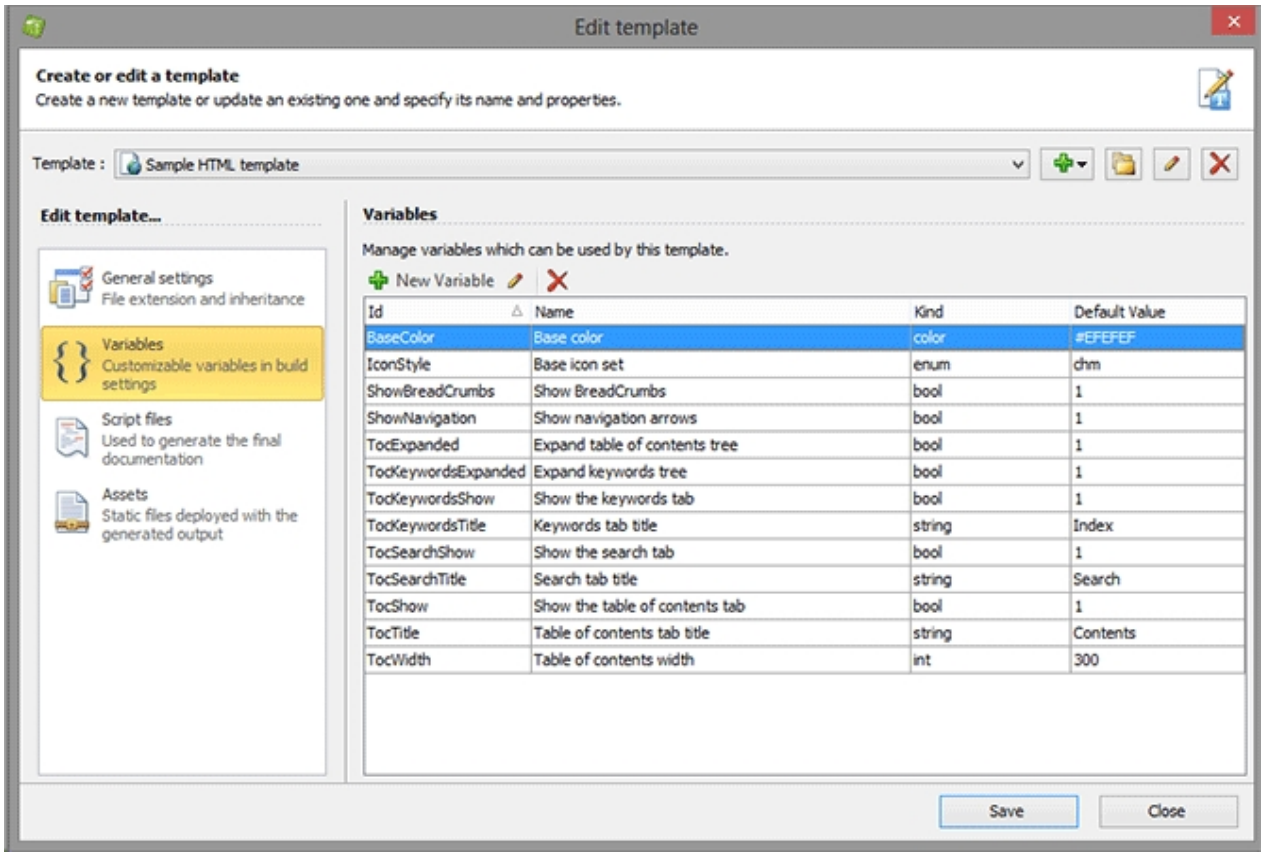
- Default file extension: indicates the extension which will be suggested by HelpNDoc when you create a new build using that template;
- Inherits from: templates can inherit from other templates and override only specific settings, scripts and assets. Select the parent template here if needed. See: Template inheritance
- Link settings: define how internal links will be generated by HelpNDoc. See: Handle the generated topic links

Other HTML based template settings:

- Variables
- Script files
- Assets

Variables

Once you have selected an HTML based template in the template editor, access the "Variables" group in the "Edit template..." panel to manage variables which can be used by this template. When a variable is defined for a template, it can easily be customized from the build window for each build using that template, and scripts from this template can easily access its customized value to act upon it.



Create a new variable

By using the "New Variable" button, the "manage a template variable" window is shown with the following fields:

- **Id**: specify a unique identifier for that variable. This identifier will be used in the script files to access the customized content for that variable
- **Name**: the name of the variable as shown in the build window
- **Description**: the description of the variable as shown in the build window
- **Kind**: the kind of the variable which will provide a simpler way to specify its value in the build window.
    - Bool: the variable contains a boolean value which can be either true or false
    - Color: the variable contains a color value
    - Enum: the variable contains a specific value chosen from one of the "Options" field (see "Options" bellow)
    - Int: the variable contains an integer value
    - Libpicture: the variable contains a reference to a picture available in the library of the currently open project. This is used to select an eBook cover for example
    - String: the variable contains a piece of text
- **Default value**: when needed, the variable can have a default value which will be used if no other value is entered in the build window
- **Options**: for "Enum" variables, provides a list of available items to choose from, separated using the | character. E.g. "value1|value2|value3" will provide a choice between 3 values
- **Translations**: it is possible to translate the name and description of the variable to other languages supported by HelpNDoc. If needed, enter the translated values here so they can be stored in the template files, and displayed if HelpNDoc is set up in one of those languages

Edit a variable

Once a variable is selected in the list, the **Edit Variable** button will display the same window as when creating a new variable is shown (see "Create a new variable" above). Only the "Id" field is grayed out as it can't be modified for an existing variable.

Delete a variable

Once a variable is selected in the list, the **Delete Variable** button will delete that variable. Deleted variables won't be displayed in build settings anymore and can't be used by script files.

Other HTML based template settings:

- General settings
- Script files
- Assets

Script files

Once you have selected an HTML based template in the template editor, access the "Script files" group in the "Edit template..." panel to manage script files for this templates.
Script files are the heart of HTML based templates as they include a mix of HTML and Pascal code used to instruct HelpNDoc on how to generate the final documentation. Using those very powerful script files, it is possible to customize almost any part of the generated documentation files.

Script files' names must adhere to the following pattern: FILENAME.pas.EXTENTION where:

- FILENAME is the name of the script file and can be any valid file name;
- EXTENTION is usually the final extension this file will generate.

As an example HelpNDoc's default HTML template includes the "topics.pas.html" file which is used to generate HTML files for topics.

Create a new script

By using the "New Script" button, the Script Editor window is displayed where it is possible to:

- Enter the new script's name
- Build the script to make sure it doesn't contain any error
- Access the help file with methods available in templates
- Enter the content of the script using an editor with syntax highlighting
- Save or cancel the edition of the script

Edit a script

Once a script is selected in the list, use the "Edit Script" button to access the script editor and change its name or content.

Delete a script

Once a script is selected in the list, use the "Delete Script" button to delete that script from the currently selected template. This script won't be run anymore when the final documentation is generated.

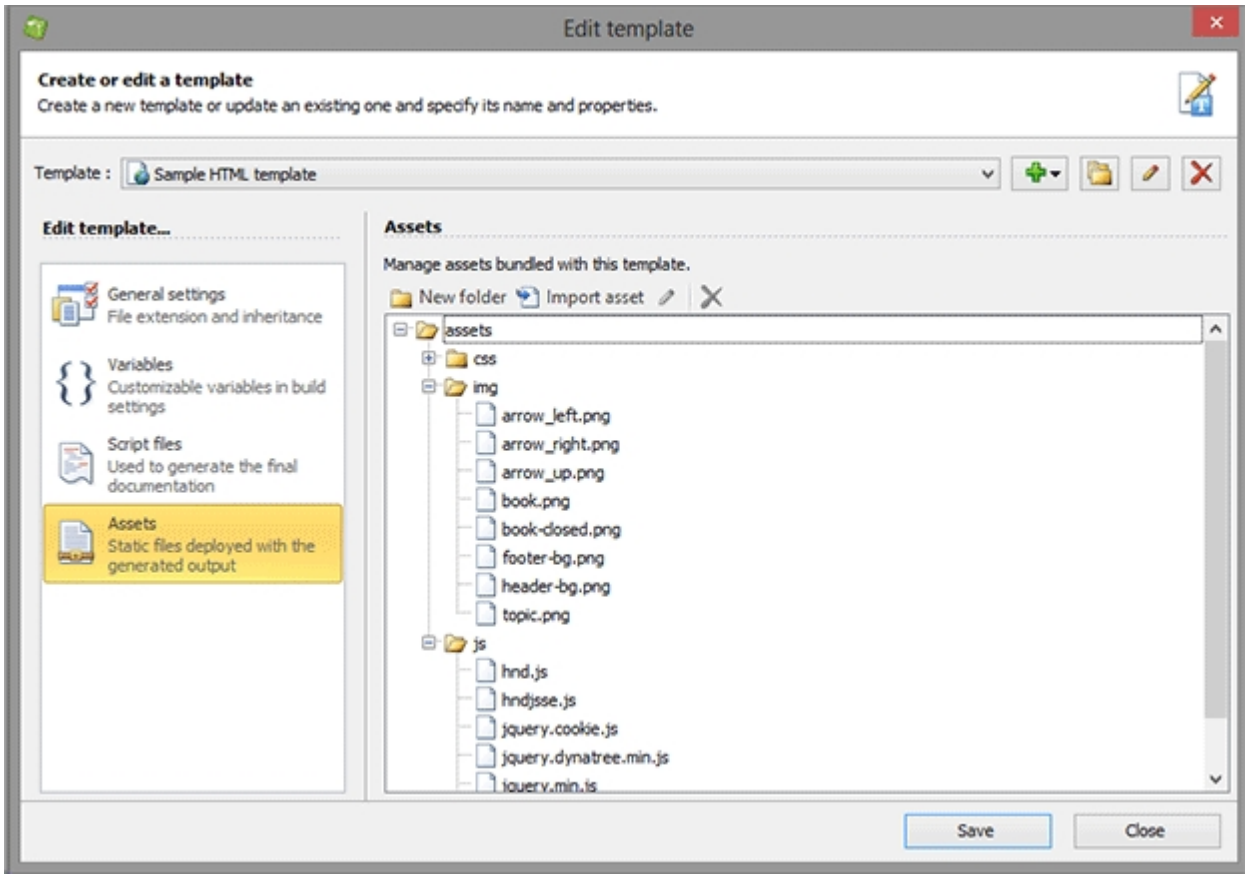
Other HTML based template settings:

- General settings
- Variables
- Assets

Assets

Once you have selected an HTML based template in the template editor, access the "Assets" group in the "Edit template..." panel to manage assets bundled with the currently selected template.
Assets are static files which will be deployed in the same directory as the generated documentation. Assets are usually used to add CSS, JavaScript or Images to the final

documentation but they are not limited to those kind of files: any file type can be added as an asset to a template.



The assets hierarchy displays a list of all assets bundled with the currently selected template. It is possible to:

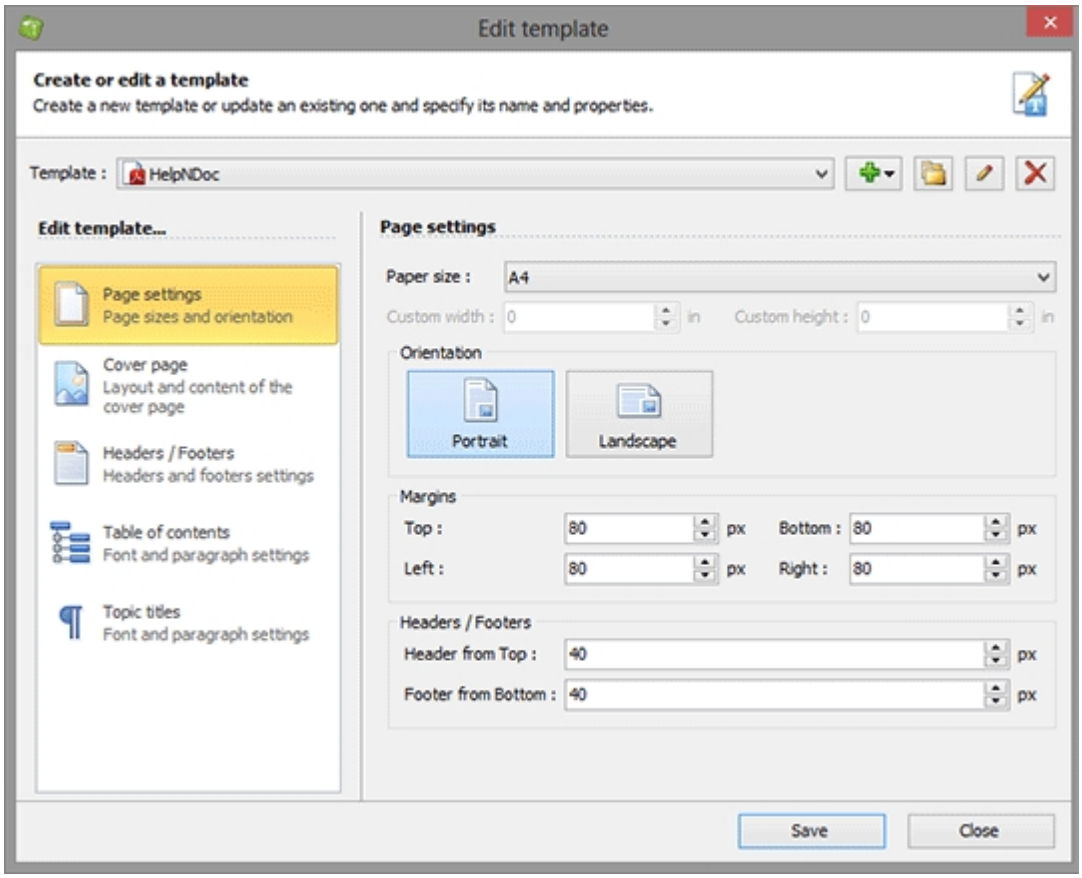
- Create folders using the "New folder" button
- Import new files as assets using the "Import asset" button
- Rename the currently selected folder or asset using the "Rename asset" button
- Delete the currently selected folder or asset using the "Delete asset" button
- Move an asset to a different folder by dragging it and dropping it to the desired location

Other HTML based template settings:

- General settings
- Variables
- Script files

Word and PDF templates

Word and PDF templates can be customized using the template editor. Select a Word or PDF template to access its customizable settings:



- Page settings: manage page size, orientation, margins, headers and footers sizes
- Cover page: customize the content of the cover page
- Header / Footers: customize the content of the headers and footers
- Table of contents: customize the look and feel of the table of contents
- Topic titles: customize the look and feel of the topic titles

Low-level template details

The template editor is a visual interface which simplifies the creation and management of templates. Behind the scenes, when a modification is made through the template editor, it is stored to the template files on the hard drive, following a specific convention. This section explains the template's low-level details, starting with the best practices.

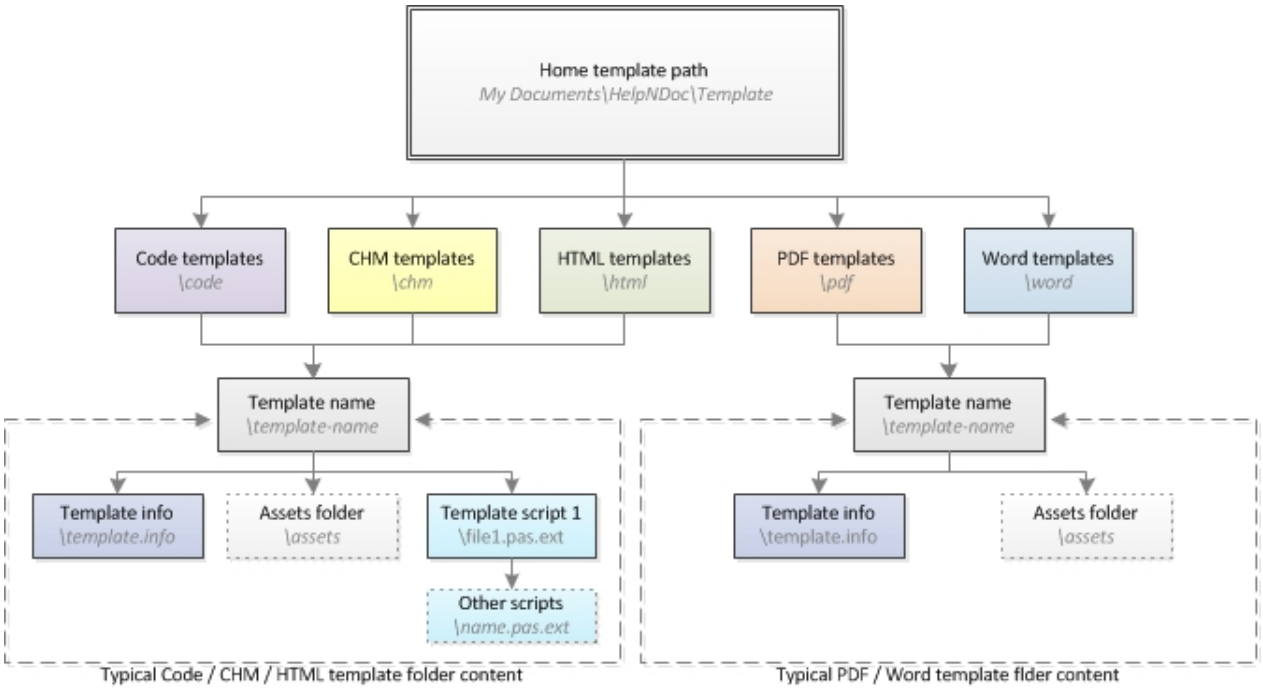
Best practices

HelpNDoc comes with a set of default (Standard) templates for all the documentation formats. Those templates are located in the "Templates" sub-directory of the HelpNDoc's installation directory, usually under "Program Files\IBE Software\HelpNDoc\Templates".

In addition to that, a user template directory is created when HelpNDoc is installed. It is located under "My Documents\HelpNDoc\Templates" and can be customized in HelpNDoc's options window.

Recent versions of Windows won't allow non-administrator users to change anything in the "Program Files" directory, that's why it is recommended to edit all the templates in the "My

Documents" template directory instead.



Template kind sub-directories

Templates are located in the following sub-directories based on their action:

- chm - Templates used to generate compiled HTML Help documentation
- code - Templates used to generate code for various programming languages
- epub - Templates used to generate ePub eBooks
- html - Templates used to generate on-line HTML documentation
- mobi - Templates used to generate MobiPocket / Kindle eBooks
- pdf - Templates used to generate PDF documentation
- word - Templates used to generate Word documentation

Assets

A template can contain an optional "assets" folder. All the files and sub-folders contained in that folder will be copied in the documentation's output directory. This is useful to add external files to the templates, such as CSS or JavaScript to HTML templates. Note: The content of the "assets" folder will be copied directly in the generated documentation's output directory, not in an "assets" sub-directory.

Modify a default template

- Copy the default template's directory from "Program Files\IBE Software\HelpNDoc \Templates\TEMPLATE-KIND\TEMPLATE-NAME" to the user's template directory under "My Documents\HelpNDoc\Templates\TEMPLATE-KIND\NEW-TEMPLATE-NAME
- Edit the template.info file to change the template's name
- Add, delete or modify any other file to update the template's content

Template configuration file

The template.info file is a standard INI file located in all the templates folders and is used to specify basic informations on that template such as the name, category and extension.
The template.info file requires a "config" section with the following values:

- name - defines the name of the template as shown in the project options and help generation dialog
- category - defines the category of the template and used to combine code templates in the quick generation popup menu
- extension - defines the extension of the main file which will be generated by this template

Sample template.info file

The following template.info file describes a sample CHM template:

```
[config]
name=Sample CHM template
category=CHM Documentation
extension=chm
```

Template inheritance

As mentioned in the best practices, it is not advised to modify the default templates provided with HelpNDoc usually located in the "program files" directory. Furthermore, some templates might need only subtle changes to a subset of the files to suit the requirements. That's why HelpNDoc introduces the template inheritance concept where a template can "inherit" from a parent template, thus using all its template files, and only override the required files.

Inheriting from a parent template

From the final children template, just add the "inherits" key in the template.info file's "config" section and mention the parent template's name as the value. As an example:

```
[config]
name=Child template
category=HTML Documentation
extension=html
inherits=Default HTML Template
```

This configuration file instructs HelpNDoc to use the template named "Default HTML Template" as the parent template. Only template files from the same documentation format can be used as a parent template.

Overriding a template file

To change the content of a file, just place a file with the same name in the same directory within the child template. HelpNDoc will use this file instead of the on from the parent template. As an example, if the parent template contains the file "index.pas.html" it is possible to override this file by creating a file named "index.pas.html" in the child template's folder with alternative content.

How is it working

At generation time, HelpNDoc reads the template selected for the project. If that template inherits from a parent template, HelpNDoc will first generate a new temporary template as follows:

1. The parent template's entire content is copied into a temporary folder;
2. The child template (the one selected for the documentation generation) is copied over this parent template, replacing any duplicate file if required;
3. The template.info files are merged to preserve the sections and keys from both templates, and override the duplicate ones using the child template's data.

Limitations

Some limitations apply to the template inheritance feature:

- It is not possible to inherit from a template from a different documentation format: an HTML template can't inherit from a CHM template and a Word template can't inherit from a PDF template for example;
- It is not possible to remove files from the original template, just add or override existing files

Code templates

Code templates are very similar to CHM and HTML templates except for the fact that they usually won't need access to the topic's contents and can't access to their HTML content. Here are the steps involved to create a code template:

- Create a new folder under "My Documents\HelpNDoc\Templates\Code" with the name of the new template
- Create a new template.info file in that template folder and add the required name, category and extension
- Create a new file containing the ".pas" text before the extension. As an example, we will create a "sample.pas.txt" file. Only files containing the ".pas" text will be interpreted by HelpNDoc
- Add sample code to that template

In HelpNDoc, the new code template will appear in the "Code Generation" category of the "Generate help" popup menu in the "Project" section of the "Home" ribbon tab.

CHM and HTML templates

The CHM and HTML template system can be used to tailor the output for HTML-based documentation generation. The template system is very similar to the code template but can also access the topic's HTML content. To learn how to create a new HTML template, see the "Building a single page HTML template" topic. Also learn how to:

- Handle the generated topic links
- Methods available in templates
- Generate multiple files from a single template file
- Template variables

Handle the generated topic links

HelpNDoc will automatically generate links to topics and anchors for you. By default, it assumes that topics will be generated in a file called "%helpid%.html" where "%helpid%" is the value of the help id of that topic. However, this is not always the case so HelpNDoc provides a way of customizing the format of the generated topic and anchor links. They can be modified in the "config" section of the template.info file. Here is a sample:

```
linkformattopic=#%helpid%
linkformatanchor=#%anchorname%
```

The possible variables to be used in the topic and anchors link formats are:

- %topicid% - The internal HelpNDoc's managed unique topic id
- %helpid% - The topic's help id value
- %anchorname% - The name of the anchor as specified in HelpNDoc, is any

Methods available in templates

HTML and CHM templates can leverage various methods to get information or manipulate the currently opened project. See methods available in the HelpNDoc API.

Generate multiple files from a single template file

When interpreting a template file, HelpNDoc will automatically save the printed content to the documentation's output directory and use the template file name, without the ".pas" part. For example, the "topics.pas.html" file will be interpreted and the result will be written in the "topics.html" file.

As it isn't possible nor sane to create a template file for every single file HelpNDoc has to generate, the template system has a special property to switch the file currently being written. The code required to do that is:

```
HndGeneratorInfo.CurrentFile := 'my-new-file.html';
```

When the template system interprets that line, it will automatically output any further content to the file specified, in the documentation's output directory. This trick is used by the CHM and HTML templates to output each individual topics into their own HTML file:

```
// Loop through each topics
for nCurTopic := 0 to length(aTopicList) - 1 do
begin
  // Change the current output
  HndGeneratorInfo.CurrentFile := aTopicList[nCurTopic].HelpId + '.html';
  // Write the content of the topic to that file
  // ...
end;
```

Template variables

CHM and HTML templates can define template variables in the template.info file. Those variables

will be presented in a user-friendly way in the documentation generation dialog and will be saved within the project file. The template can request for user-defined values and act upon them to customize itself based on user input. Possible template variables usages include:

- Making a section optional. This is done in the default CHM and HTML templates with the breadcrumbs line which can be hidden from generated documentation
- Customizing the documentation appearance. In the HTML template, it is possible to specify a base color, an icon set, default tree expansion status...
- Provide localized texts. The default HTML template defines the captions for the "Index", "Search" and "Content" tabs as variables so that it is possible to translate them from within HelpNDoc

Defining template variables

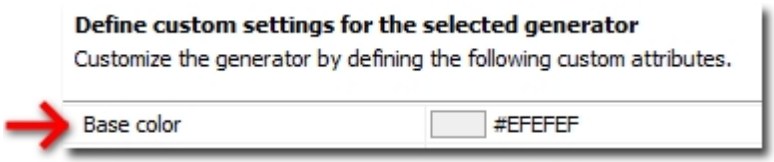
Template variables are defined as sections in the template.info file. Those sections' name must begin with the var_ keyword followed by a unique variable identifier. Let's consider the following sample variable section:

```
[var_BaseColor]
name=Base color
kind=color
default=#EFEFEF
description=Customize the documentation's base color.
```

This defines a new variable with the following information:

- Identifier is BaseColor
- Name is Base color
- Kind is color
- Default value is #EFEFEF
- Description is Customize the documentation's base color.

This will be displayed in the HelpNDoc template settings dialog as follows:


Define custom settings for the selected generator
Customize the generator by defining the following custom attributes.
Base color
#EFEFEF

Variables section attributes

The following attributes should be defined in a variable sections:

Attribute	Description	Remarks
name	Name of the variable	Will be displayed to identify the variable in the settings dialog
kind	Kind of variable	Can be bool, color, enum, int, string. See kinds of

		variables
default	Choose between multiple values	Default value for this variable if not set in HelpNDoc
values	Possible values for this variable	Only for enum variables, using the pipe character as a separator. Example: "blue|red"
description	Explanation for this variable	Will be displayed to explain the purpose of this variable

Kinds of variables

A variable can be set as one of the following kinds depending on its purpose:

Kind	Description	Remarks
bool	Conditional Yes/No value	Often used for a conditional section which will be displayed or not based on its value
color	Standard color value	Can be used to define the color of a specific element
enum	Choose between multiple values	Use the "values" attribute to specify the possible values. Example: "values=chm|folder|vista"
int	Integer value	
string	Character, word or sentences	

Setting-up template variables

Variables are set-up from within HelpNDoc's document generation dialog. CHM and HTML templates provide a "Customize" link which show the template customization dialog. This dialog lists all the variables for this template, and provides a way to customize them. Customized variable values will be saved with the current project.

Requesting template variables

To request the value of a template variable from within the template itself, use the HndGeneratorInfo.GetCustomSettingValue method specifying the variable identifier. As an example, the BaseColor value will be requested as follows:

```
HndGeneratorInfo.GetCustomSettingValue('BaseColor');
```

Samples

- Building a single page HTML template
  Step by step tutorial on how to build a template which will output all the topics in a single page
- Use index.html as the default HTML page
  Make sure the default page for the generated documentation is the index.html file

Building a single page HTML template

In this section, we will create a new HTML template from scratch. This template will create a single-page HTML documentation where all the topics are grouped on that single page. The final version of this template is installed with HelpNDoc and can be found in the "My Documents \HelpNDoc\Templates\html\SinglePage" directory.

Template directory

First we need to create a directory for the new template. Custom templates are located in the "My Documents\HelpNDoc\Templates" directory. As we are creating an HTML template which we'll call "SinglePage", we will create the following directory for our new template: "My Documents\HelpNDoc\Templates\html\SinglePage".

The template.info file

Each template must include a "template.info" file with basic template information. Let's create one in the template directory with the following content:

```
[config]
name=Single page HTML template
extension=html
```

Template code file

It's time to go to the heart of our template by creating a new file which will contain the code to instruct HelpNDoc on how to generate our HTML file. To be interpreted by HelpNDoc, the file must contain the ".pas" text before its extension, which means it will contain Pascal code. So let's create a file named "index.pas.html" in the template directory and edit using any text editor.

Any text which is added to that file will be written as is in the final output, except if it is included in the <% %> tags, which are used to insert special instruction code. The steps involved to create the initial code are:

- Instruct the template system to output the HTML file BOM (Byte Order Mark). This is only necessary for HTML files in Internet Explorer on Window with some languages (1)
- Instruct the template to output to the user defined file as we are only generating a single file (2)

So the "index.pas.html" file now contains:

```
<%
begin
	// 1. Output BOM for HTML UTF8 files
	HndGeneratorInfo.BOMOutput := True;
	// 2. Instruct the generator to generate the desired output file
	HndGeneratorInfo.CurrentFile := ExtractFileName(HndGeneratorInfo.OutputFile);
%>

<html>
<head>

</head>

<body>
	Sample HTML Code
</body>
```

```
</html>

<%
end.
%>
```

Get the topics list

Templates have access to a number of functions, objects and variables to help them generate an output. We first need to get a list of topics available in the current project. To do so, we create a new variable before the "begin" keyword and request the topic list (3). The "index.pas.html" file now contains:

```
<%
// Variable declarations
var
	// List of topics available in the current project
	aTopicList: THndTopicsInfoArray;

begin
	// 1. Output BOM for HTML UTF8 files
	HndGeneratorInfo.BOMOutput := True;
	// 2. Instruct the generator to generate the desired output file
	HndGeneratorInfo.CurrentFile := ExtractFileName(HndGeneratorInfo.OutputFile);
	// 3. Get the list of topics available
	aTopicList := HndTopics.GetTopicList(False);
%>

<html>
<head>

</head>

<body>
	Sample HTML Code
</body>
</html>

<%
end.
%>
```

Output the topics' content

Now that we have a list of topics, we can output their content by looping through that list. The steps involved are:

- Create an iteration variable (4) - This variable will be used by the loop
- Loop through the topics (5) - The topics are treated one by one in that loop
- Notify the template system about the current topic being generated (6) - The template system can't know which topic is currently treated, that's why we notify it using the HndGeneratorInfo object
- Output the topic content (7) - We ask for the HTML content of the topic and we output it

The "index.pas.html" file now contains:

```
<%
// Variable declarations
var
```

```
	// List of topics available in the current project
	aTopicList: THndTopicsInfoArray;
	// 4. Current topic index
	nCurTopic: Integer;

// Main program
begin
	// 1. Output BOM for HTML UTF8 files
	HndGeneratorInfo.BOMOutput := True;
	// 2. Instruct the generator to generate the desired output file
	HndGeneratorInfo.CurrentFile := ExtractFileName(HndGeneratorInfo.OutputFile);
	// 3. Get the list of topics available
	aTopicList := HndTopics.GetTopicList(False);
%>

<html>
<head>

</head>

<body>
	<%

	// 5. Loop through all the topics
	for nCurTopic := 0 to length(aTopicList) - 1 do
	begin
		// 6. Notify about the topic being generated
		HndGeneratorInfo.CurrentTopic := aTopicList[nCurTopic].id;
		// 7. Output the topic content
		print(HndTopics.GetTopicContentAsHtml(HndGeneratorInfo.CurrentTopic));
	end;

	%>
</body>
</html>

<%
end.
%>
```

Add the titles

The template now display the whole content of all the topics in a single page. However, no title is displayed. Let's add the topic titles before the topics as well as an HTML anchor to be able to link to that topic later on. The steps involved are:

- Declare a new variable nTopicLevel (8) - This variable will be used to get the level of the topic and output the correct HTML heading to the topic title
- Output an HTML anchor (9) - This anchor will be used to link to that specific topics afterwards
- Get the topic level (10) - We request the level of the current topic so we can output the correct HTML heading
- Output the topic title (11) - We can now correctly output the title of the topic

Between steps (6) and (7) we now add the following lines in the "index.pas.html" file:

```
// 9. Add an anchor to be able to link to that topic
printf('<a name="%s"></a>', [aTopicList[nCurTopic].helpid]);
// 10. Get the topic level
nTopicLevel := HndTopics.GetTopicLevel(HndGeneratorInfo.CurrentTopic);
// 11. Add the topic title
printf('<h%d>%s</h%d>', [nTopicLevel,
```

```
HndTopics.GetTopicHeaderTextCalculated(HndGeneratorInfo.CurrentTopic), nTopicLevel]);
```

Adding some style

The output now contains all the content from our documentation but it doesn't look like what we've designed in HelpNDoc. That's due to the fact that we didn't add any style coming from HelpNDoc. This can be done in a single step, by requesting for the style content and adding it into the HTML's head section (12). To do so, we add the following lines in the "<head>" section of the "index.pas.html" file:

```
<style type="text/css">
<%
      // 12. Output global CSS content
      print(HndProjects.GetProjectCssContent());
%>
</style>
```

Fixing the links

The output looks as we designed it now but links to topics are not working correctly. This is due to the fact that by default, HelpNDoc assumes that each topic will be generated in its own file which will be named "%helpid%.html" where "%helpid%" is the help id of that topic, as explained in the "Handle the generated topic links" topic. This can be customized: to change this default behavior, we need to edit the template.info file and add the following key/values in the config section. They define the format for topic links and anchor links:

```
linkformattopic=#%helpid%
linkformatanchor=#%anchorname%
```

Final touches

As we have seen, the possibilities are endless: we could add some custom-made CSS file in the assets folder to customize the HTML headings, add the title of the project, the copyright, completely modify the look and feel of our web-page, split it in sections... Some of those ideas are added in the final sample file which is installed with HelpNDoc and can be found in the "My Documents\HelpNDoc\Templates\html\SinglePage" directory.

Use index.html as the default HTML page

The Default HTML template is using the output file name as the default index file for the HTML documentation generation. A few modifications to the template can alter this behavior and force HelpNDoc to generate an index.html file as the default index file.

Prior to doing any change to the default template, always make a copy in the personal template folder and work on that copy.

Modify the index.pas.html file

This is the index file which we'd like to export to "index.html". By default, HelpNDoc would have exported it as it uses the file name without the ".pas" part but we specifically instruct HelpNDoc to use another file name with the following line:

```
HndGeneratorInfo.CurrentFile := ExtractFileName(HndGeneratorInfo.OutputFile);
```

To alter this behavior, just comment or remove the line from the template. Now HelpNDoc will generate an index.html file automatically.

Fix the topics redirections in topics.pas.html

When a topic is called directly by its URL, it has a built-in mechanism to redirect to the index file so that the table of contents is shown. As we have renamed the index file, we need to change the behavior of the topics.pas.html file and change the following line:

```
top.location.href = "<% print(ExtractFileName(HndGeneratorInfo.OutputFile)); %>?" +
sTopicId
```

to:

```
top.location.href = "index.html?" + sTopicId
```

That's all. Now HelpNDoc will generate an HTML documentation which will automatically use the index.html file as the default index file.

Usage from the command line

HelpNDoc handles various command line parameters to be able to update and generate documentation without user interface. This is useful to integrate the documentation generation process with an automated build process for example. HelpNDoc's command line options use the syntax "**hnd4.exe [FileName] [Parameters]**" where [FileName] is the optional HND file to be processed and the parameters are described bellow. When run using the command line parameters bellow, HelpNDoc won't show any user interface except for a DOS prompt window.

Command line help

At any time, use the "**hnd4.exe /?**" command line to get help on the various command line syntax and parameters.

Command line parameters

- **/g** - Generate the HelpNDoc "FileName" using project's settings
- **/b=[value]** - Override the list of build to generate from the project (Semi-colon separated list of built)
- **/v[name]=[value]** - Set the [value] of variable [name] or create a new variable named [name]
- **/silent** - Silent mode: no user input required. Useful for automated build processes to avoid user interaction
- **/l=[value]** - Output the generation log to the specified file

Command line examples

The following is a simple example of a possible use of the HelpNDoc's command line options:

> hnd4.exe myHelp.hnd /g

This translates to: generate the file "myHelp.hnd" according to the settings saved in that file.

> hnd4.exe myHelp.hnd /g /l=c:\log\hnd-log.txt

This translates to: generate the file "myHelp.hnd" according to the settings saved in that file and save the log to the file "c:\log\hnd-log.txt"

> hnd4.exe myHelp.hnd /g /b="Build chm documentation";"Build pdf documentation" /vMyVariable=MyValue

This translates to: generate the file "myHelp.hnd" by using the builds named "Build chm documentation" and "Build pdf documentation" and modify or declare the variable "MyVariable" with the value "MyValue".

CHM files and programming languages

HelpNDoc generates standard Windows CHM help files which can be opened from any Windows application. The following section explains how to open CHM help files using various programming languages. This includes:

- Delphi integration
- Java integration
- Visual Basic integration

Delphi integration

Opening a CHM help file from a Delphi program

Courtesy of The Helpware Group, the Delphi HH Kit is a free download for Delphi 2/3/4/5/6/7... It consists of two units and a document file. The first unit is a port of the C++ header file "HtmlHelp.h". The second one is a library of HTML help related functions. Two versions exists based on the Delphi compiler capabilities:

- Download "The Kit" version 2.1 - Size: 32KB, 3-Dec-2009
  - - Unicode version now compatible with Delphi 6/7/... Delphi 2010.
  - - HH_Funcs.pas utility now compiles under D2010. Ansi and Unicode versions of funcs.
  - - HH.pas - HTMLHelp() function defaults to either Ansi or Unicode depending on the version of Delphi.
- Download "The Kit" version 1.09 - Size: 32KB, 27-Aug-2008

- - Ansi version for Delphi 2/3/4/5/6/...
- - Fix bug with Windows Vista compatibility.
- - Updated D6OnHelpFix.pas to fix small memory leak on shutdown.

Java integration

Opening a CHM help file from a Java program

Courtesy of Daniel Whitworth, the following Java code assumes the CHM help file is located in the same directory as the program being run:

```
File file = new File("help.chm");
try
{
  Runtime.getRuntime().exec("HH.EXE ms-its:" + file.getAbsolutePath() + "::/
TOPIC_ID.html");
} catch (IOException e1)
{
  e1.printStackTrace();
}
```

The highlighted parts should be customized according to your needs:

- help.chm: This is the CHM help file you would like to open
- TOPIC_ID: This is the topic ID you would like to open

Microsoft Access integration

Opening a CHM help file from Microsoft Access

You can find a detailed PDF document here, courtesy Dave Liske.

Visual Basic integration

Opening a CHM help file from a Visual Basic program

Courtesy of David E. Liske, the HTML help VB class is a free download for Visual Basic 5/6. It includes the source code and the documentation on how to use it.

Download HTML Help VB Class (Version: 3.0h, Size: 80 KB)

Customize default project styles

It is possible to create and save a set of customized default styles which will be used by default each time a new project is started. Here is a step by step guide on how to achieve that:

1. Create a customized set of styles using the styles editor
2. At the bottom of the styles editor, click "export..."
3. Styles must be exported to your home HelpNDoc folder, which is "My Documents\HelpNDoc \Styles\default.hns" by default and can be customized in the Options window.

For now on, each time a new project is created, the set of styles defined in this file will be loaded and available for that project.

Using the Script Editor

The script editor provides a way to use a programming language, based on the Pascal syntax, to automate HelpNDoc. Almost everything in HelpNDoc can be automated, from project creation to library management. See methods available in the HelpNDoc API.

HelpNDoc API methods

The HelpNDoc API is based on the Pascal programming language. The following list describes the methods available via the HelpNDoc API. As an example for the ClearDictionaries method, it can be used as follows: HndDictionaries.ClearDictionaries;

List of objects

- HndBuilds
- HndBuildsEx
- HndBuildTags
- HndBuildTagsEx
- HndDictionaries
- HndEditor
- HndEditorHelper
- HndGeneratorInfo
- HndMeta
- HndJsSearchEngine
- HndKeywords
- HndLibraryItems
- HndLibraryItemsCache
- HndProjects
- HndProjectsMeta
- HndStyles
- HndTemplates
- HndTemplatesEx
- HndTopics
- HndTopicsEx
- HndTopicsKeywords
- HndTopicsMeta

HndBuilds

Properties and methods for Builds

```
function CreateBuild: string;
```

Create a new build.

```
procedure DeleteAllBuilds;
```
Delete all builds for the current project.

```
procedure DeleteBuild(const aBuildId: string);
```
Delete a specific build.

```
function GetBuildCustomValue(const aBuildId, aKey: string; const aDefaultValue: string =
''): string;
```
Get a custom value for that build.

```
function GetBuildCustomValueAsBool(const aBuildId, aKey: string; const aDefaultValue:
Boolean = False): Boolean;
```
Get a custom value for that build as a boolean.

```
function GetBuildCustomValueAsInt(const aBuildId, aKey: string;
```
Returns a custom value for that build as an integer.

```
function GetBuildCustomValueAsList(const aBuildId, aKey: string; const aDefaultValue:
TStringList = nil): TStringList;
```
Returns a custom value for that build as a list.

```
function GetBuildEnabled(const aBuildId: string): Boolean;
```
Returns true if a build is enabled.

```
function GetBuildFirstOfKind(const aBuildKind: string): string;
```
Returns the first build of the specified kind.

```
function GetBuildKind(const aBuildId: string): string;
```
Returns the kind of the build (CHM, HTML...).

```
function GetBuildList: THndBuildInfoArray;
```
Get a list of all builds in the project.

```
function GetBuildName(const aBuildId: string): string;
```
Returns the name of a specific build.

```
function GetBuildNext(const aBuildId: string): string;
```
Get the next build.

```
function GetBuildOrder(const aBuildId: string): Integer;
```
Returns the order of a specific build.

```
function GetBuildOutput(const aBuildId: string): string;
```
Returns the output path/file of a build.

```
function GetBuildPrevious(const aBuildId: string): string;
```
Returns the previous build.

```
function GetBuildTemplate(const aBuildId: string): string;
```
Returns the template used by this build.

```
procedure MoveBuildAfter(const aBuildId, aAfterBuildId: string);
```
Move a build after another one.

```
procedure MoveBuildBefore(const aBuildId, aBeforeBuildId: string);
```
Move a build before another one.

```
procedure SetBuildCustomValue(const aBuildId, aKey, aValue: string);
```
Set a custom key/value pair for that build.

```
procedure SetBuildCustomValueAsBool(const aBuildId, aKey: string; const aValue: Boolean);
```
Set a custom key/value pair for that build as Boolean.

```
procedure SetBuildCustomValueAsInt(const aBuildId, aKey: string; const aValue: Integer);
```
Set a custom key/value pair for that build as Integer.

```
procedure SetBuildCustomValueAsList(const aBuildId, aKey: string; const aValue:
TStringList);
```
Set a custom key/value pair for that build as List.

```
procedure SetBuildEnabled(const aBuildId: string; const aIsEnabled: Boolean);
```
Set the enabled state for a build.

```
procedure SetBuildKind(const aBuildId, aBuildKind: string);
```
Sets the kind of the build (CHM, HTML...).

```
procedure SetBuildName(const aBuildId, aName: string);
```
Set the name of a specific build.

```
procedure SetBuildOutput(const aBuildId, aOutput: string);
```
Set the output path/file of a build.

```
procedure SetBuildTemplate(const aBuildId, aTemplateName: string);
```
Set the template used by this build.

HndBuildsEx

```
function GetBuildTemplateOrDefault(const aBuildId: string): string;
```
Returns the template for a specific build or the default template for this build kind.

```
function GetChmButtonVisibilityHex: string;
```
Return the CHM button visibility as an hexadecimal string.

```
function GetChmNavigationPaneStyleHex: string;
```
Returns the CHM navigation pane style as an Hexadecimal string.

```
function GetValidBuildOutput(const aBuildId, aBuildOutput: string): string;
```
Returns a build output which is not empty.

HndBuildTags

```
procedure AddTag(aTag: string);
```
Add a tag to the list of possible tags.

```
procedure ClearTagList;
```
Clear the list of tags for this project.

```
procedure DeleteTag(const aTag: string);
```

Delete a specific tag.

```
function GetTagListAll: TStringList;
```
Returns a list of all system and custom tags.

```
function GetTagListCustom: TStringList;
```
Get a list of custom tags.

```
function GetTagListSystem: TStringList;
```
Get a list of system tags.

HndBuildTagsEx

```
procedure ConditionAdd(aCondition: string; var aConditionList: TStringList);
```
Add condition to the list.

```
procedure ConditionInvert(var aConditionList: TStringList);
```
Invert condition in the list.

```
function ConditionRemove(aCondition: string; var aConditionList: TStringList): Boolean;
```
Remove condition from the list.

```
procedure ConditionReset(var aConditionList: TStringList);
```
Reset condition list.

```
function IsTopicIncludedInBuild(const aTopicId, aBuildId: string): Boolean;
```
Returns true if a topic can be included in the specified build (including correct build tags).

```
procedure TopicTagAdd(const aTopicId, aTag: string);
```
Associate a tag with this topic.

```
procedure TopicTagClear(const aTopicId: string);
```
Remove all tags associated with this topic.

```
procedure TopicTagDelete(const aTopicId, aTag: string);
```
Delete a tag associated with the topic.

```
procedure TopicTagInvert(const aTopicId, aTag: string);
```
Invert the tag status of this topic.

HndDictionaries

```
procedure ClearDictionaries;
```
Clears the loaded dictionaries list and disable the spell checker component.

```
procedure DisableAllDictionaries;
```
Disable all the dictionaries.

```
function EnableDictionaries(const aLocalIdList: TStringList; const DisabledOthers:
Boolean = True): Boolean;
```
Enable a list of dictionaries. Disable the other ones if needed.

```
function EnableDictionary(const aLocaleId: Cardinal; const DisabledOthers: Boolean =
True): Boolean;
```

Enable the specific dictionary and disables others if asked.

```
function GetActiveDictionariesCount: Integer;
```
Returns the number of currently active dictionaries.

```
function GetActiveDictionariesList: THndDictionaryInfoArray;
```
Returns the list of currently active dictionaries.

```
function GetDictionariesCount: Integer;
```
Get the number of dictionaries.

```
function GetDictionariesList: THndDictionaryInfoArray;
```
Get a list of dictionaries.

```
function GetDictionaryInfo(const aLocalId: Cardinal): THndDictionaryInfo;
```
Returns information about the specific locale.

```
function InstallOOoDictionay(const aFileName: string): Boolean;
```
Installs a new OpenOffice.org dictionary.

```
procedure NotifyActiveDictionariesChange(Sender: TObject; const SaveToProject: Boolean =
True);
```
Notifies every listener the dictionary list has been updated.

```
procedure PauseLiveSpell;
```
Pause live spell in all possible controls.

```
function ReloadDictionaries: Boolean;
```
Reload the dictionary list from the disk.

```
procedure SaveActiveDictionariesToProject;
```
Save the currently active dictionaries to the currently open project.

```
procedure SwitchDictionaryStatus(const aLocalId: Cardinal);
```
If dictionary is enable, then disable it and vice-versa.

```
procedure UpdateLiveSpell;
```
Resume the live spell after it has been paused.

HndEditor

```
procedure UpdateStylesFromTemplate(const anEditor: TObject);
```
Update the styles of the editor based on the template

```
procedure ApplyStyleToSelection(const anEditor: TObject; const aStyleId: Integer);
```
Apply the specified style to the selection.

```
procedure Clear(const anEditor: TObject);
```
Clears the content of the specified editor.

```
function CreateTemporaryEditor: TObject;
```
Creates a new temporary editor.

```
function CreateTemporaryReportHelper: TObject;
```

Create a new temporary report helper.

```
function CreateTemporaryViewer: TObject;
```

Creates a new temporary viewer.

```
procedure DestroyTemporaryEditor(const anEditor: TObject);
```

Destroys a previously created temporary editor.

```
procedure DestroyTemporaryReportHelper(const aReportHelper: TObject);
```

Destroys a previously created temporary report helper.

```
procedure DestroyTemporaryViewer(const aViewer: TObject);
```

Destroys a previously created temporary viewer.

```
function GetAnchorList(const anEditor: TObject): TStringList;
```

Retrieves the list of anchors in the specified editor.

```
function GetContentAsHtml(const anEditor: TObject; out aCssContent: string): string;
```

Returns the editor content as HTML.

```
procedure GetContentAsStream(const anEditor: TObject; aStream: TMemoryStream);
```

Returns the editor content as Stream.

```
function GetContentAsText(const anEditor: TObject): string;
```

Returns the editor content as text.

```
function GetCurrentAnchorName(const anEditor: TObject): string;
```

Returns the name of the current checkpoint or an empty string if there isn't any.

```
function GetCurrentItem(const anEditor: TObject): TObject;
```

Returns the currently selected item.

```
function GetCurrentPictureAltText(const anEditor: TObject): string;
```

Return the currently selected picture's alternative text.

```
function GetCurrentPictureBackColor(const anEditor: TObject): TColor;
```

Returns the background color of the currently selected picture.

```
function GetCurrentPictureHeight(const anEditor: TObject): Integer;
```

Returns the currently selected picture's height.

```
function GetCurrentPictureMarginLeftRight(const anEditor: TObject): Integer;
```

Get the current picture left/right margins.

```
function GetCurrentPictureMarginTopBottom(const anEditor: TObject): Integer;
```

Get the current picture top/bottom margins.

```
function GetCurrentPicturePadding(const anEditor: TObject): Integer;
```

Get the current picture padding.

```
function GetCurrentPictureVAlign(const anEditor: TObject): THndVAlign;
```

Return the currently selected picture's vertical alignment.

```
function GetCurrentPictureWidth(const anEditor: TObject): Integer;
```

Returns the currently selected picture's width.

```
procedure InsertAnchorBeforeCurrentItem(const anEditor: TObject; const aName: string);
```

Inserts a checkpoint at the current cursor position.

```
procedure InsertCondition(const anEditor: TObject; const anOperation, aCondition:
string);
```

Insert a condition item at the current cursor position.

```
function InsertFile(anEditor: TObject; aFile: string): Boolean;
```

Inserts a file in the editor.

```
function InsertFileFromLibraryItem(const anEditor: TObject; const aLibraryItem: string):
Boolean;
```

Insert the content of the library item.

```
procedure InsertHyperLinkToTopicId(const anEditor: TObject; const aText, aLinkedTopicId:
string);
```

Inserts an hyperlink to a specific topic ID using the topic's caption.

```
procedure InsertPageBreakBeforeCurrentItem(const anEditor: TObject);
```

Inserts a page break at the current cursor position.

```
function InsertStream(const anEditor: TObject; const aStream: TStream): Boolean;
```

Insert the content of the specified stream in the specified editor.

```
procedure InsertTopicContent(const anEditor: TObject; const aTopicId: string);
```

Insert the content of the specified topic in the specified editor.

```
procedure MoveCaretTo(anEditor: TObject; X, Y: Integer);
```

Move the specified editor's caret to another location.

```
procedure MoveCarretToEnd(const anEditor: TObject);
```

Move the specified editor's caret to the end.

```
procedure ProcessConditionalsForCurrentBuild(const anEditor: TObject);
```

Removes any conditional items based on current build setting.

```
procedure RemoveCurrentAnchor(const anEditor: TObject);
```

Remove the current checkpoint in the specified Editor.

```
function ReplaceLibraryItems(const anEditor: TObject): Boolean;
```

Replace the library items by their actual content.

```
procedure SetAsTopicContent(const anEditor: TObject; const aTopicId: string);
```

Set the specific topic's content as the current editor's content.

```
function SetContent(const anEditor: TObject; const aContentStream: TStream): Boolean;
```

Set the content from a stream.

```
procedure SetCurrentCellsAlignment(const anEditor: TObject; const anHVAlignment:
THndHVAlignment);
```

Sets the currently selected cells horizontal and vertical alignment.

```
procedure SetCurrentPictureAltText(const anEditor: TObject; const anAltText: string);
```
Set the currently selected picture's alternative text.

```
procedure SetCurrentPictureBackColor(const anEditor: TObject; const aColor: TColor);
```
Set the currently selected picture's background color.

```
procedure SetCurrentPictureHeight(const anEditor: TObject; const aNewHeight: Integer;
```
Defines the currently selected picture's height.

```
procedure SetCurrentPictureMarginLeftRight(const anEditor: TObject; const aNewMargin:
Integer);
```
Set the currently selected picture's left/right margins.

```
procedure SetCurrentPictureMarginTopBottom(const anEditor: TObject; const aNewMargin:
Integer);
```
Set the currently selected picture's top/bottom margins.

```
procedure SetCurrentPicturePadding(const anEditor: TObject; const aNewSpacing: Integer);
```
Set the currently selected picture's padding.

```
procedure SetCurrentPictureVAlign(const anEditor: TObject; const aNewVAlign: THndVAlign);
```
Defines the currently selected picture's vertical alignment.

```
procedure SetCurrentPictureWidth(const anEditor: TObject; const aNewWidth: Integer;
```
Defines the currently selected picture's width.

```
procedure TogglePageBreak(const anEditor: TObject);
```
Create or remove the current page break.

```
procedure UpdateLibraryItem(const anEditor: TObject; anItemId: string);
```
Update a library item's visual appearance in the editor.

HndEditorHelper

```
function GetHyperlinkDetailedTextFromString(const aString: string): string;
```
Returns a detailed text from an hyperlink string.

```
function GetHyperlinkInfoFromString(const aString: string): THndHyperlinkInfo;
```
Extract the hyperlink information from a string.

```
procedure GetHyperlinkTargetExtraFromString(const aString: string; var Target, Extras:
string);
```
Returns the Target and Extra values from hyperlink data.

```
procedure ImportImagesToLibrary(const anEditor: TObject);
```
Import the images to library.

```
function SetHyperlinkInfoToString(const anHyperLinkInfo: THndHyperlinkInfo): string;
```
Constructs a string based in hyperlink info.

```
procedure SetupEditorProperties(const anEditor: TObject);
```
Defines default editor properties and events.

HndGeneratorInfo

```
function GetCustomSettingValue(const aCustomSetting: string): Variant;
```
Returns the user-defined value of a custom setting.

```
property AssetsList: TStringList read FAssetsList write FAssetsList;
```
List of assets files from the template.

```
property CurrentBuildId: string read FCurrentBuildId write FCurrentBuildId;
```
Current build Id being executed.

```
property CurrentTopic: string read FCurrentTopic write SetCurrentTopic;
```
Current topic ID which is being worked on.

```
property GeneratedFiles: TStringList read FGeneratedFiles write FGeneratedFiles;
```
List of files that have been generated so far.

```
property TemplateInfo: THndTemplateInfo read FTemplateInfo write FTemplateInfo;
```
Information about the currently used template.

HndMeta

```
function GetItemMetaRawValue(const aKey: string): WideString; override;
```
Returns the raw IROStrings value for the property of the specified item.

```
procedure SetItemMetaRawValue(const aKey: string; const aRawValue: WideString); override;
```
Assign a raw value to a specific key.

HndJsSearchEngine

```
procedure AddSearchData(const aSearchData, aAssociatedTopicId: string);
```
Add search data and associate it to a specific topic.

```
procedure ClearSearchData;
```
Clear the current search data.

```
function GetJsData: string;
```
Get the Javascript search data.

HndKeywords
Array of minimal keyword information

```
function CreateKeyword: string;
```
Create a new keyword. The new keyword will be placed at the bottom of the list.

```
procedure DeleteAllKeywords;
```
Delete all the keywords in the project, except the root project keyword.

```
function DeleteKeyword(const aKeywordId: string): Boolean;
```
Delete a specific keyword and its children.

```
function GenerateUniqueCaption(const aBaseCaption, aParentId: string; const
aFilteredItems: array of string): string;
```
Generates a unique caption within the specified parent.

```
function GetKeywordByCaption(aCaption, aParentId: string): string;
```

Returns the ID of the keyword with the specified case-insensitive caption with the specified parent.

```
function GetKeywordCaption(const aKeywordId: string): string;
```
Get the caption of a specific keyword.

```
function GetKeywordDirectChildrenCount(const aKeywordId: string): Integer;
```
Returns the number of children for the speicified keyword.

```
function GetKeywordDirectChildrenList(const aParentId: string): THndKeywordsInfoArray;
```
Returns a list of all the children keywords.

```
function GetKeywordLevel(const aKeywordId: string): Integer;
```
Returns the level of the specified keyword.

```
function GetKeywordList(const aIncludingProjectKeyword: Boolean = False):
THndKeywordsInfoArray;
```
Returns a list of all the keywords.

```
function GetKeywordNext(const aKeywordId: string): string;
```
Get the next keyword in line. Could be a child or the next keyword.

```
function GetKeywordNextSibbling(const aKeywordId: string): string;
```
Returns the next sibbling of a specific keyword.

```
function GetKeywordParent(const aKeywordId: string): string;
```
Returns the parent keyword of a specific keyword.

```
function GetKeywordPreviousSibbling(const aKeywordId: string): string;
```
Get the previous sibbling keyword.

```
function GetProjectKeyword: string;
```
Returns the root project keyword.

```
function MoveKeyword(const aKeywordId, aReferencedKeywordId: string; const oAttachMode:
THndKeywordsAttachMode): Boolean;
```
Move the keyword to a new position in reference to nReferencedKeywordsId.

```
function MoveKeywordLeft(const aKeywordId: string): Boolean;
```
Move the specific keyword left in the hierarchy.

```
function MoveKeywordRight(const aKeywordId: string): Boolean;
```
Move the specific keyword right in the hierarchy.

```
procedure SetCurrentKeyword(const aKeywordId: string);
```
Set the DB pointer to the specified keyword.

```
function SetKeywordCaption(const aKeywordId, sNewCaption: string): string;
```
Defines the specific keyword' caption.

HndLibraryItems

Array of minimal library item information

```
function CreateItem: string;
```

Creates a new unspecified item to the library.

```
function DeleteItem(const anItemId: string): Boolean;
```

Delete a specific library item.

```
function GetItemByCaption(const aCaption: string): string;
```

Returns the item with the given caption.

```
function GetItemCaption(const anItemId: string): string;
```

Gets the caption of a specific item.

```
function GetItemContent(const anItemId: string): TMemoryStream;
```

Get the content of the item as a stream. Caller must free the stream after using it.

```
function GetItemContentAsText(const anItemId: string): string;
```

Get the content of an item as a text.

```
function GetItemContentChecksum(const anItemId: string): string;
```

Returns the checksum (MD5) of a library item content. Useful for comparison purposes.

```
function GetItemExtension(const anItemId: string): string;
```

Get the item's file extension.

```
function GetItemKind(const anItemId: string): Integer;
```

Gets the kind of the specific item.

```
function GetItemList(aIncludingKinds: array of Integer): THndLibraryItemsInfoArray;
```

Returns a list of items filtered by aIncludingKinds.

```
function GetItemParent(const anItemId: string): string;
```

Returns the parent item of a specific item.

```
function GetItemSource(const anItemId: string): Integer;
```

Gets the source of a specific library item.

```
function GetItemsWithSameContent(const anItemId: string; const aFilteredItems: array of
string): THndLibraryItemsInfoArray;
```

Returns the items with the same content as the specified one.

```
function GetItemUrlFile(const anItemId: string): string;
```

Sets the URL File of a specified library item.

```
function GetItemUrlFileAbsolute(const anItemId: string): string;
```

Gets the URL of a specified library item: use project path if relative.

```
function GetItemUrlLink(const anItemId: string): string;
```

Sets the URL Link of a specified library item.

```
function GetProjectItem: string;
```

Returns the root project library item.

```
function MoveItem(const anItemId, aReferencedItemId: string; const oAttachMode:
THndLibraryItemAttachMode): Boolean;
```

Move the library item to a new position in reference to aReferencedItemId.

```
function SetItemCaption(const anItemId, aCaption: string): string;
```
Sets the caption of a specific item.

```
function SetItemContent(const anItemId: string; const aContent: TStream): Boolean;
```
Sets the content stream of a specified item.

```
function SetItemContentFromFile(const anItemId, aContentFile: string): Boolean;
```
Set the content of the item from an existing file.

```
function SetItemContentFromText(const anItemId, aContentText: string): Boolean;
```
Sets the content as text of a specific item.

```
function SetItemExtension(const anItemId, anExtension: string): Boolean;
```
Set the item's file extension.

```
function SetItemKind(const anItemId: string; const aKind: Integer): Boolean;
```
Sets the kind of a specific item.

```
function SetItemSource(const anItemId: string; const aSource: Integer): Boolean;
```
Sets the source of a specific library item.

```
function SetItemUrlFile(const anItemId, anUrlFile: string): Boolean;
```
Sets the URL File of a specified library item.

```
function SetItemUrlLink(const anItemId, anUrlLink: string): Boolean;
```
Sets the URL Link of a specified library item.

HndLibraryItemsCache

```
procedure AddOrInvalidateItem(anItemId: string);
```
Add an item to the cache or invalidate it.

```
procedure DeleteItem(anItemId: string);
```
Delete an item from the cache.

```
function GenerateUniqueCaption(const aBaseCaption: string; const aFilteredItems: array of
string): string;
```
Generates a unique caption amongst all cached items.

```
function GetItemFromCache(anItemId: string): THndLibraryItemsCacheInfo;
```
Get item cache info.

```
procedure Invalidate;
```
Invalidate all the items from the cache.

```
procedure InvalidateVariables;
```
Invalidate the variable values based on user changes.

HndProjects

```
procedure SetProjectName(const aProjectName: string);
```
Defines the project name.

```
procedure CloseProject;
```

Closes the currently openned project.

```
function CopyProject(const aNewProjectName: string; const OpenNewOne: Boolean): Boolean;
```

Copy the project to a new location and open the new one if needed.

```
function DeleteProject: Boolean;
```

Physically delete the currently openned project.

```
function GetProjectAuthor: string;
```

Returns the author of the project.

```
function GetProjectBusy: Boolean;
```

Project is currently busy: creating, loading or closing.

```
function GetProjectCharset: Integer;
```

Returns the project current charset.

```
function GetProjectCharsetAsHtml: string;
```

Returns the project current charset as HTML charset value.

```
function GetProjectClosing: Boolean;
```

Project is currently closing.

```
function GetProjectComment: string;
```

Return the current project's comment.

```
function GetProjectCopyright: string;
```

Returns the project copyright.

```
function GetProjectCreating: Boolean;
```

Project is currently being created.

```
function GetProjectCssContent: string;
```

Returns the CSS content of the current project. Can only be returned when generating an HTML related format.

```
function GetProjectId: string;
```

Returns the currently open project id.

```
function GetProjectLanguage: Integer;
```

Returns the project current language.

```
function GetProjectLanguageCode: string;
```

Returns the project language code (eg: en-us)

```
function GetProjectModified: Boolean;
```

Indicates whether or no the current project has been modified since last save.

```
function GetProjectName: string;
```

Returns the current project name (or file name).

```
function GetProjectNeverSaved: Boolean;
```

Indicates whether the project as already been saved or not.

```
function GetProjectOpenning: Boolean;
```
Returns True if the project is currently openning.

```
function GetProjectSummary: string;
```
Returns the project summary.

```
function GetProjectTitle: string;
```
Gets the title of the specified project.

```
function GetProjectVersion: string;
```
Return the current project's version number.

```
function MoveProject(const aNewProjectName: string): Boolean;
```
Move the project to a new location.

```
function NewProject(const aProjectName: string = ''): string;
```
Creates a new project and returns its unique id.

```
function OpenProject(const aProjectName: string): string;
```
Open an existing project and returns its unique id.

```
procedure SaveProject;
```
Saves the project to a file.

```
procedure SetProjectAuthor(const anAuthor: string);
```
Defines the project author.

```
procedure SetProjectCharset(const aCharSet: Integer);
```
Defines the project charset.

```
procedure SetProjectComment(const aComment: string);
```
Set the current project comment.

```
procedure SetProjectCopyright(const aCopyrightValue: string);
```
Defines the project copyright.

```
procedure SetProjectLanguage(const aLanguage: Integer);
```
Defines the project language.

```
procedure SetProjectModified(const IsModified: Boolean = True);
```
Mark the current project as being modified since last save.

```
procedure SetProjectNeverSaved(const IsProjectNeverSaved: Boolean = True);
```
Mark the project as being never saved.

```
procedure SetProjectSummary(const aSummary: string);
```
Set the project summary.

```
procedure SetProjectTitle(const aProjectTitle: string);
```
Sets the title of the specified project.

```
procedure SetProjectVersion(const aProjectVersion: string);
```
Sets the version of the current project.

```
function VacuumProject: Boolean;
```
Clean the project and lower its file size by removing unneeded information.

HndProjectsMeta

```
function GetItemMetaRawValue(const aKey: string): WideString; override;
```
Returns the raw IROStrings value for the property of the specified item.

```
procedure SetItemMetaRawValue(const aKey: string; const aRawValue: WideString); override;
```
Assign a raw value to a specific key.

HndStyles

```
procedure LoadFromProject(aRVStyle: TRVStyle);
```
Load the style templates from the project.

```
procedure NotifyStyleTemplatesChange(Sender: TObject);
```
Notify sbuscribers that the style list has changed.

```
procedure ResetStyleTemplates(aRVStyle: TRVStyle; doNotify: Boolean = True);
```
Reset the style templates by loading the default.hns styles file.

```
procedure SaveToProject(aRVStyle: TRVStyle);
```
Save the content of the style template to the project.

HndTemplates

```
function GetTemplateKindList: TStringDynArray;
```
Returns a list of template kinds available on the system: 'html', 'chm'...

```
function GetDefaultTemplateFor(const aTemplateKind: string): THndTemplateInfo;
```
Get the default template info for the specified kind.

```
function GetTemplateCategoryHierarchy: THndTemplateHierarchyArray;
```
Returns the full category hierarchy of available templates.

```
function GetTemplateFromName(const aTemplateName, aTemplateKind: string):
THndTemplateInfo;
```
Returns a specific template based on its name and kind.

```
function GetTemplateList: THndTemplateInfoArray;
```
Returns a list of available templates on specified kind, or all kinds if none specified.

```
procedure UpdateTemplateList;
```
Retrieves the templates from the hard drive.

HndTemplatesEx

```
function CopyAndMergeTemplateToFolder(const aTemplateInfo: THndTemplateInfo; const
aFolder: string): Boolean;
```
Copy the template to the specific folder, merging its info file with existing template in that folder.

```
function GetTemplateInfoFromPath(const aTemplatePath: string): THndTemplateInfo;
```
Get template info from its path.

```
function GetTemplateKindFromPath(const aTemplatePath: string): string;
```
Returns the kind of template available at the speicified path.

```
function GetTemplateRawNameFromPath(aTemplatePath: string): string;
```
Returns the template directory name from path.

HndTopics

Create, edit and manage topics within the current project.

```
procedure CopyTopicToClipboard(const aTopicId: string; const isCut: Boolean);
```
Copy the specified topic to clipboard.

```
procedure CreateMultipleTopics(const aTopicList: TStrings; const aParentTopic: string =
'';
```
Creates multiple child topics of the specified parent based on a tabular lists.

```
function CreateTopic: string;
```
Create a new topic. The topic will be placed at the bottom of the topic list.

```
procedure DeleteAllTopics;
```
Delete all the topics in the project, except the parent topic.

```
function DeleteTopic(const aTopicId: string): Boolean;
```
Delete a specific topic and its children. Project topic can't be deleted.

```
function GenerateUniqueHelpContext(const aBaseHelpContext: Integer; const
aFilteredTopics: array of string): Integer;
```
Generates a unique help context among all the topics except the filtered ones.

```
function GenerateUniqueHelpId(const aBaseHelpId: string; const aFilteredTopics: array of
string): string;
```
Generates a unique help id among all the topics except the filtered ones.

```
function GetCurrentTopic: string;
```
Returns the ID of the currently edited topic.

```
function GetProjectTopic: string;
```
Returns the root project topic.

```
function GetTopicCaption(const aTopicId: string): string;
```
Get the caption of a specific topic.

```
function GetTopicContent(const aTopicId: string): TMemoryStream;
```
Returns the content of the specified topic.

```
function GetTopicContentAsHtml(const aTopicId: string): string;
```
Get the topic's content as HTML. Only available when generating an HTML related documentation.

```
function GetTopicCount: Integer;
```
Returns the number of topics available in the current project.

```
function GetTopicCreationDateTime(const aTopicId: string): TDateTime;
```
Returns the date and time when the topics was created.

```
function GetTopicDirectChildrenCount(const aParentId: string): Integer;
```
Returns the number of direct children a topic has.

```
function GetTopicDirectChildrenCountVisible(const aParentId: string): Integer;
```
Returns the number of direct visible children a topic has.

```
function GetTopicDirectChildrenList(const aParentId: string): THndTopicsInfoArray;
```
Returns a list of direct children of the specified topic.

```
function GetTopicDirectChildrenListVisible(const aParentId: string): THndTopicsInfoArray;
```
Returns a list of direct visible children of the specified topic.

```
function GetTopicFirst: string;
```
Returns the first topic in the project.

```
function GetTopicFooterKind(const aTopicId: string): Integer;
```
Returns the topic's kind of footer text: normal, custom, hidden.

```
function GetTopicFooterText(const aTopicId: string): string;
```
Returns the custom topic footer text.

```
function GetTopicFooterTextCalculated(const aTopicId: string): string;
```
Returns the footer text based on the header kind: project caption, custom text or empty text for hidden footer.

```
function GetTopicHeaderKind(const aTopicId: string): Integer;
```
Returns the topic's kind of header text: normal, custom, hidden.

```
function GetTopicHeaderText(const aTopicId: string): string;
```
Returns the custom topic header text.

```
function GetTopicHeaderTextCalculated(const aTopicId: string): string;
```
Returns the header text based on the header kind: topic title, custom text or empty text for hidden header.

```
function GetTopicHelpContext(const aTopicId: string): Integer;
```
Get a specific topic's help context.

```
function GetTopicHelpId(const aTopicId: string): string;
```
Get a specific topic's help id.

```
function GetTopicIconIndex(const aTopicId: string): Integer;
```
Get the icon index for a specific topic.

```
function GetTopicIndex(const aTopicId: string; const isZeroBased: Boolean = True):
Integer;
```
Returns the index of the topic from its parent.

```
function GetTopicIndexHierarchy(const aTopicId: string; const isZeroBased: Boolean =
True): THndIntegerArray;
```
Returns an array representing the topic's index hierarchy. Ex: [1,0,3,4] for 1.0.3.4.

```
function GetTopicIsVisible(const aTopicId: string; const isIncludingParents: Boolean =
True): Boolean;
```

Returns True if a topic is visible False otherwise.

```
function GetTopicKind(const aTopicId: string): Integer;
```

Returns the kind of the specific topic.

```
function GetTopicLast: string;
```

Returns the last topic in the project.

```
function GetTopicLevel(const aTopicId: string): Integer;
```

Returns the level of the specified topic.

```
function GetTopicList(const aIncludingProjectTopic: Boolean = False):
THndTopicsInfoArray;
```

Returns a list of topics and their associated ID as object.

```
function GetTopicListVisible(const aIncludingProjectTopic: Boolean = False):
THndTopicsInfoArray;
```

Returns a list of visible topics and their associated ID as object.

```
function GetTopicModificationDateTime(const aTopicId: string): TDateTime;
```

Returns the date and time when the topic was last modified.

```
function GetTopicNext(const aTopicId: string): string;
```

Get the next topic in line. Could be a child or a sibling topic.

```
function GetTopicNextSibbling(const aTopicId: string): string;
```

Get the next sibling topic.

```
function GetTopicNextSibblingVisible(const aTopicId: string): string;
```

Returns the next visible sibling topic.

```
function GetTopicNextVisible(const aTopicId: string): string;
```

Returns the next visible topic.

```
function GetTopicOrder(const aTopicId: string): Integer;
```

Returns the order of the topic based on sibling topics.

```
function GetTopicParent(const aTopicId: string): string;
```

Returns the parent topic of a topic.

```
function GetTopicPrevious(const aTopicId: string): string;
```

Returns a list of topics and their associated ID as object.

```
function GetTopicPreviousSibbling(const aTopicId: string): string;
```

Get the previous sibling topic.

```
function GetTopicPreviousSibblingVisible(const aTopicId: string): string;
```

Returns the previous visible sibling topic.

```
function GetTopicPreviousVisible(const aTopicId: string): string;
```

Returns the previous visible topic.

```
function GetTopicUrlFile(const aTopicId: string): string;
```

Returns the topic's URL file property.

```
function GetTopicUrlLink(const aTopicId: string): string;
```
Returns the topic's URL link property.

```
function MoveTopic(const aTopicId, aReferencedTopicId: string; const oAttachMode:
THndTopicsAttachMode): Boolean;
```
Move the topic to a new position in reference to nReferencedTopicsId.

```
function MoveTopicDown(const aTopicId: string): Boolean;
```
Move the specific topic bellow the next sibling.

```
function MoveTopicLeft(const aTopicId: string): Boolean;
```
Move the specific topic left in the hierarchy.

```
function MoveTopicRight(const aTopicId: string): Boolean;
```
Move the specific topic right in the hierarchy.

```
function MoveTopicUp(const aTopicId: string): Boolean;
```
Move the specific topic above the previous sibling.

```
procedure PasteTopicFromClipboard(aParentId: string);
```
Paste the topic from clipboard as a child of the parent specified or as a child of the project topic.

```
function SetCurrentTopic(const aTopicId: string): Boolean;
```
Defines the currently selected topic.

```
procedure SetTopicCaption(const aTopicId, sNewCaption: string);
```
Defines the specific topic's caption.

```
procedure SetTopicContent(const aTopicId: string; const aContentStream: TStream);
```
Set the topic's content.

```
procedure SetTopicFooterKind(const aTopicId: string; const aFooterKind: Integer);
```
Sets the topic footer kind.

```
function SetTopicFooterText(const aTopicId, aFooterText: string): string;
```
Sets the custom text for the topic footer.

```
procedure SetTopicHeaderKind(const aTopicId: string; const anHeaderKind: Integer);
```
Sets the topic header kind.

```
function SetTopicHeaderText(const aTopicId, anHeaderText: string): string;
```
Sets the custom text for the topic header.

```
function SetTopicHelpContext(const aTopicId: string; const aHelpContext: Integer):
Integer;
```
Set a specific topic's help context. Returns the corrected context.

```
function SetTopicHelpId(const aTopicId, aHelpId: string): string;
```
Set a specific topic's help id. Returns the corrected string.

```
procedure SetTopicIconIndex(const aTopicId: string; const nIconIndex: Integer);
```
Set the icon index of a specific topic.

```
procedure SetTopicIsVisible(const aTopicId: string; const isVisible: Boolean);
```

Set the visibility for the topic

```
function SetTopicKind(const aTopicId: string; const aNewKind: Integer): Integer;
```
Set the topic kind (1: normal; 2: empty; 3: Link to URL; 4: Link to file)

```
procedure SetTopicUrlFile(const aTopicId, anUrlFile: string);
```
Set the topic's URL file.

```
procedure SetTopicUrlLink(const aTopicId, anUrlLink: string);
```
Set the topic's URL link.

HndTopicsEx

```
procedure SynchronizeAllHelpIds;
```
Overwrite all topic's help Ids based on caption.

HndTopicsKeywords

```
function AreTopicAndKeywordAssociated(const aTopicId, aKeywordId: string): Boolean;
```
Indicates wether the specified topic and keyword are associated.

```
function AssociateTopicWithKeyword(const aTopicId, aKeywordId: string): Boolean;
```
Link a specific topic to a specific keyword.

```
function DissociateTopicFromKeyword(const aTopicId, aKeywordId: string): Boolean;
```
Remove the association between the specified topic and keyword.

```
function GetKeywordsAssociatedWithTopic(const aTopicId: string): TStringDynArray;
```
Get a list of keyword Ids associated with a specific topic.

```
function GetTopicsAssociatedWithKeyword(const aKeywordId: string): TStringDynArray;
```
Get a list of topic Ids associated with a specific keyword.

HndTopicsMeta

```
function GetItemMetaRawValue(const anItemId, aKey: string): WideString; override;
```
Returns the raw IROStrings value for the property of the specified item.

```
procedure SetItemMetaRawValue(const anItemId, aKey: string; const aRawValue: WideString);
override;
```
Assign a raw value to a specific key.

FAQ and troubleshooting

Presents a list of Frequently Asked Questions (FAQ) as well as troubleshooting information.

Help compilers

FAQ and troubleshooting about Help compilers.

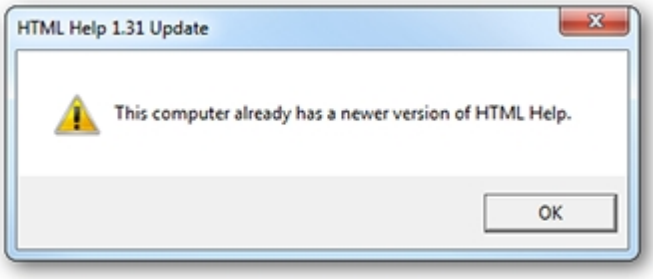
What compilers of libraries do I need to install?

HelpNDoc can generate the PDF, Word and HTML documentation by itself. However, to generate a CHM documentation, you will need to download and install the Microsoft HTML Help Compiler.

Installing the Microsoft HTML Help Compiler displays a warning message?

Symptoms

When installing the Microsoft HTML Help Compiler on recent operating systems, you can receive a warning message saying that "This computer already has a newer version of HTML Help".



Solutions

- Discard the message as your system already has a valid and up-to-date help viewer. The compiler has correctly been installed despite of this message.

CHM and HTML help

FAQ and troubleshooting about CHM and HTML help.

The CHM viewer indicates that the page cannot be displayed

Symptoms

When viewing your CHM documentation, Microsoft's HTML Help Viewer is showing an error page saying either that:

- "The action has been canceled"
- "The page cannot be displayed"

Solutions

- Make sure your help file is not accessed from a network path or via a mapped networked drive. Try to copy the file locally and launch it again;
- Make sure your help file isn't in a path with symbols such as "#" (sharp). Once again, try to copy it locally before launching it;
- In some cases, you can have access to an "unblock" button in the properties page of the help file. Right click on the file then go to its properties and click the "unblock" button. This button is not available in all systems though.

CHM content is not displayed after Internet Explorer update

Symptoms

After an Internet Explorer update, when viewing your CHM documentation, Microsoft's HTML Help Viewer isn't showing anything in the topic's contents.

Solutions

The update process might have caused problems with some files registration. You can try to register them manually from the Start / Run prompt by entering each of these commands:

- regsvr32 %systemroot%\system32\hhctrl.ocx *<press the enter key>*
- regsvr32 %systemroot%\system32\itss.dll *<press the enter key>*

Despite modifying the navigation pane's width the CHM file is not updated

Symptoms

You change the navigation tab's width in the HelpNDoc's projects settings but when opening the CHM file, nothing has changed.

Solutions

The Microsoft HTML help viewer stores the help window's size and position for each individual help file as soon as it has been launched. Modifying the help settings after that won't have any effect as the help viewer will only read local configuration for that help file and ignore the file's settings set up using HelpNDoc.

A solution would be to erase the help viewer's configuration file, but be warned that this file contains all the configuration made to all the help files viewed on the system. So deleting this file will delete the configuration options for all the other files too.

This file is usually located there: C:\Users\%username%\AppData\Roaming\Microsoft\HTML Help\hh.dat where %username% is your Windows user name.

The search feature is not working in the CHM documentation

Symptoms

When trying to search within the CHM documentation, no results are found.

Solutions

- In your HelpNDoc project, click "Project options" in the "Home" ribbon tab and make sure the project language and charset are correct
- Make sure you are using a Windows installation setup with the same language as your HelpNDoc's project language
- Click the top part of the "Generate Help" button in the "Home" ribbon tab to access the "Generate documentation" dialog, then select your CHM build in the list on the left, then click "customize" if the "Template settings" tab is not already visible on the right, then check the option "Use project charset for topics"
- Generate the CHM documentation again

Google Chrome shows an error when searching HTML documentation

Symptoms

When viewing a local (not uploaded to a server) HTML documentation, Google Chrome will show an error when trying to search within the documentation.

Solutions

HelpNDoc's HTML documentation generated using the default HTML template uses an AJAX call to retrieve the search data. This provides faster loading times for the overall documentation. However, when the HTML documentation is viewed locally, using the file:// protocol, Google Chrome will not allow the AJAX call.

- To work around this limitation, Chrome can be launched with the "--allow-file-access-from-files" command line switch. As an example, run:
  - chrome.exe --allow-file-access-from-files
- Another possible solution is to serve the local documentation via a server such as Apache or IIS, and therefore viewing your documentation using the http:// protocol. Google Chrome won't have the same restriction in that particular case.

The HTML help is broken when hosted by CloudFlare

Symptoms

We are hosting our HTML documentation produced by HelpNDoc on the CloudFlare CDN but it appears broken with various JavaScript errors.

Solutions

CloudFlare's Rocket Loader technology rewrites part of your HTML to provide faster loading which can break some JavaScript. The solutions are:

- Turn off Rocker Loader in the Performance Settings of CloudFlare. See: Why is JavaScript or jQuery not working on my site?
- Write a custom HTML template and disable Rocket Loader for some scripts. See: How can I have Rocket Loader ignore my script(s) in Automatic Mode?

PDF documentation

FAQ and troubleshooting PDF documentation.

Adobe Reader won't print with "drawing error" message

Symptoms

Printing a PDF document using Adobe PDF reader fails with the message saying "Drawing Error".

Solutions

Try updating the Adobe PDF Reader software to the latest version. It can be downloaded freely

from Adobe's servers

Sales and license information

FAQ and troubleshooting about sales and license information.

What is HelpNDoc's update policy?

By purchasing one of the full versions of HelpNDoc, you are entitled for free updates for a full version cycle with a one year safety period. This means that, no matter what, you will benefit from one year of free updates. And if by the end of that year we haven't reached a full version cycle - for example if you buy version 4.0, a full version cycle will go up to version 5.0 included - you will still get free updates until that version cycle has been reached.

How much does HelpNDoc costs

Some factors influence the price of HelpNDoc:

- The HelpNDoc edition acquired: Standard Edition or Professional Edition
- The number of licenses needed: Volume discounts are available as well as Site and Global licenses
- Whether you need a named (per-seat) or floating (concurrent) user license
- Whether HelpNDoc will be used for Educational or Governmental purposes

The most up-to-date prices are available from the HelpNDoc Store.

Do you provide a discounted Educational license ?

We do offer Educational discounts. Please contact us to receive further details.

Do you provide a government license ?

We do offer Governmental discounts. Please contact us to receive further details.

I need a special license: site license or global license?

Site license provide an unlimited number of licenses for a single location in the world. World license provide an unlimited number of licenses for multiple locations throughout the world. HelpNDoc can be licensed site-wide or world-wide. Please contact us to receive further details.

What kind of payment devises and currencies do you accept?

We use Share-It! as our payment handling partner. They are globally known for their security and efficiency in payment processing. They accept many currencies including US dollars, Euros, British pound, Australian dollar, Japanese yen, Canadian dollar, Swiss franc, Russian rouble, Brasilian real, Norwegian krona, Swedish krona, Polish zloty, Chinese renminbi yuan, Taiwan dollar, Indian rupee. You can pay using various payment methods including credit card, paypal, wire-transfer, check and cash. To learn more about Share-It! and the ordering options, visit the Share-It! FAQ section.

How can I request a written quote before ordering?

You can obtain a written quote from Share-It! by filling the following form: http://ccc.shareit.com/ccc/quote.html
Make sure to mention the desired HelpNDoc Edition as well as product ID:

- HelpNDoc **Professional** Edition **named** license product ID is **300316750**
- HelpNDoc **Professional** Edition **floating** license product ID is **300460470**
- HelpNDoc **Standard** Edition **named** license product ID is **300001096**
- HelpNDoc **Standard** Edition **floating** license product ID is **300460471**

Miscellaneous

Miscellaneous FAQ and troubleshooting.

HelpNDoc download problem

Symptoms

You downloaded the HelpNDoc installation program but can't launch it.

Solutions

- Check that the installation program's extension is correctly set as an .EXE file. Some programs such as CA Security Software can rename downloaded .EXE files to .EFW

Doc or DocX files can't be imported

To import Microsoft Word *.doc or *.docx files, the free "Microsoft Office Compatibility Pack for Word, Excel, and PowerPoint File Formats" must be installed on the system. It is automatically installed with some older versions of Microsoft Office but not with the latest versions. It can be downloaded from Microsoft's web-site at http://www.microsoft.com/en-us/download/confirmation.aspx?id=3

Some panels are missing or HelpNDoc's Window is hidden

Symptoms

When launching HelpNDoc, either the main window can't be seen or some panels are missing.

Solutions

Use the "/reset" command line option to reset HelpNDoc's layout:

- Use the WINDOWS + R command shortcut to open the Run panel
- Indicate HelpNDoc's installation path with the /reset option. Usually it is "c:\program files\IBE Software\HelpNDoc 4\hnd4.exe /reset"
- Hit OK
- Restart HelpNDoc normally